$3.95

Current Notes

Vol. 10, No. 4 May 1990

AACE

Typesetting with the ST

ATARI Show Reports:

- ANAHEIM
- TORONTO
- SYDNEY

The ATARI STACY finally shipping!

Your Monitor on the World of Atari

CN 1004

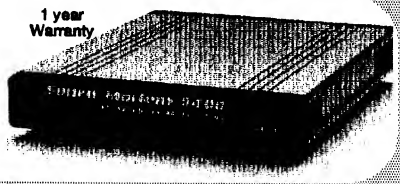
D & P Computer Supply
P.O. Box 811
Elyria, Ohio 44036
800-535-4290
Tech& Info 216-926-3842
9AM- 9PM EST

Ordering Info: Visa, MasterCard or COD. No personal Checks
No surcharge for credit cards. COD add $3.50
Ohio residents add 5.5% state tax
Shipping Info: Free shipping on Orders over $100, in the continental USA.We ship UPS..
International: Actual freight.

VISA MasterCard

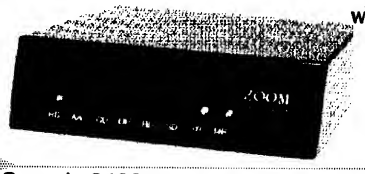
Modems

1 year Warranty



Supra 2400 $114.95
6Ft cable $7.00

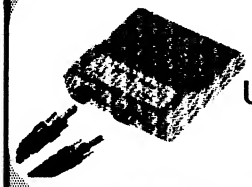
7 year Warranty



Generic 2400 $99
Zoom 2400 109.95

Floppy Drives

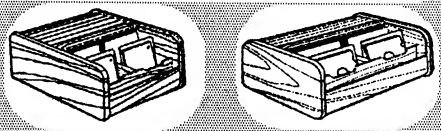
Master 3S 3.5" double sided- $139
MFD1080 Switchable 3.5" & 5.25"- $315



DVT-VCR HD Backup System
Use your VCR to back up HD.
$185

Teakwood Disk Cases

3.5"- 90disks- $26.95
3.5"- 135disks- $38.95
5.25"- 120disks- $42.95



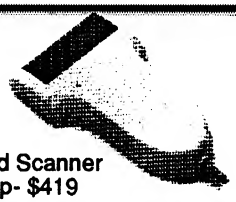
Memory Upgrades

Z-Ram - Uses one meg chips, upgrade to 2.5 or 4 megs. **$115** Board w/chips 2.5Mega- $259 4 Mega- $403
Z-Ram/2.5- For use with 520 ST, Up to 2.5Megs. **$110** Board w/chips 2.5Mega- $254
Z-Ram/Mega II- Upgrades Mega II to 4Megs **$129** Board w/chips- $273

256K120ns Chips **$2.50 ea**
1Meg 80ns Chips **$9.ea** call prices change

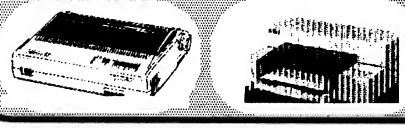
BOARDS

ICD Host Advantage Plus - $94.77
ICD Host Advantage (no clock) - $84.77
50pin SCSI drive cable 6"- $8 18"- $10
Discovery Cartridge (Option 0)- **$135**
Turbo16 Accelerator - **$269**
Spectre GCR(cart)- **$215** **Roms- $125**
PC Speed (Michtron Version)- **$369**
PC Speed (European Version)- **$319**
ST-Time (under rom clock) - **$43**
Vidi ST (cart) - **$149**
Supercharger 1Meg (IBM emulator) **$439**



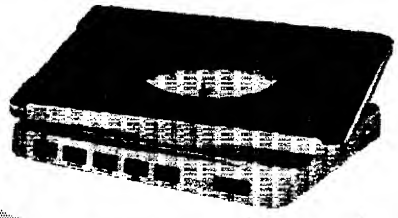
Migraph Hand Scanner W/ Touchup- $419

STAR NX1000II- 9 PIN PRINTER - **$169.60**
STAR NX2410- 24 PIN PRINTER- **$290**
HEWLETT PACKARD DESKJET- **$639**
HEWLETT PACKARD DESKJET II- **$759**



Monitor Stand & Power Center

5 Switched outlets with EMI/RFI surge protection.Tilt monitor stand base.
$45.95



Practical Solutions

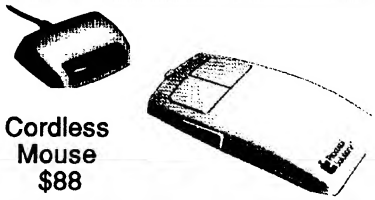
Monitor Master $32

Drive Master $32

Mouse Master $26

Video Key $65

Tweety Board- $37



Cordless Mouse $88

Misc

IMG scan- $58
Drive Extension Cable 6 Ft- $16.50
Printer or Modem Cable 6 Ft- $7
Universal Printer Stand - $13
Monitor Stand (adjustable) -$14

CUSTOM DESIGN

The only enclosures we know of that has the on/off switch up front, where is belongs, and a removable power cord, the others don't! To make a good thing better we even made the front switch illuminated.

D & P HARD DRIVES

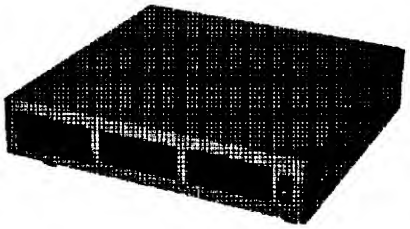
HD enclosures sold separately!
Dual monitor hold dual 5.25" or 3.5"
Tri monitor holds 3 - 3.5"
all cases $119.95

HARD DRIVES

ST125N-0 3.5" 20MEGS 40MS- $279
ST125N-1 3.5" 20MEGS 28MS- $303
ST138N-0 3.5" 30MEGS 40MS- $312
ST138N-1 3.5" 30MEGS 28MS- $337
ST157N-0 3.5" 50MEGS 40MS- $347
ST157N-1 3.5" 50MEGS 28MS- $371
ST277N-1 5.25" 65MEGS 28MS- $448
ST296N-1 5.25" 85MEGS 28MS- $484
ST1096N 3.5" 85MEGS 24MS- $545
SYQUEST SQ555 44MEG REMOVABLE & 1 CARTRIDGE- $680
CARTS- $90ea

Complete hard drive systems, using seagate SCSI drives , ICD host adaptor & software.

20 MEG 40MS- $489
20 MEG 28MS- $513
30 MEG 40MS- $532
30 MEG 28MS- $546
50 MEG 40MS- $556
50 MEG 28MS- $584
65 MEG 28MS- $655
85 MEG 28MS- $694
SYQUEST 44MEG REMOVABLE- $865



Vendors Room, Door Prizes, Users Groups
Demos of Desktop Publishing,
Mac Emulation, Business,
Art and Animation,
BBS's, Music,
Games!

ATARIFEST

Bargains,
Special Guests,
Seminars, Contests.
Meet Developers, Programmers, Friends.

AtariFest 1990

October 6 & 7

At The Sheraton Reston, 11810 Sunrise Valley Dr, Reston, Va 22091

A WAACE Production

(Washington Area Atari Computer Enthusiasts)

Fest Info

$7 for a 2 Day Pass
$5 for a One Day Pass
Under 12 Free with Adult
Each registered hotel guest
Will get a free 2-day pass
Vendor Info: John Barnes 301-652-0667
General Info: Russ Brown, 703-680-2698
Hours: 10 to 7

Hotel Info

Single/ Double - $59 a night
Triple/ Quad - $66 a night
For Reservations Call The Hotel
At 1-703-620-9000 And Be Sure
To Tell Them You Are With
AtariFest 1990

Directions: 495 To Rt 267 (Dulles Toll Rd) West to Wiehle Exit,
Go Left, Turn Right on Sunrise Valley Drive
Directions by Air: Fly to Dulles Airport, Call for hotel shuttle

ST Selections

☐* 520 ST or 1040 ST	
2 Meg Upgrade INSTALLED	$399.99
4 Meg Upgrade INSTALLED	$599.99
*Price varies due to Ram Prices old style 520 ST/1040 Boards	
☐Fast 16 Accelerator Board	$289.99
☐PC Speed Installed	$399.99
☐JRI Board	$100.00
INSTALLED	$150.00
☐CMI Board	$175.00
☐520 ST Upgrade to 1 Mb	$199.99
Please Ask About Guarantee	
☐520 ST or 1040 ST with monochrome with color	CALL
☐Mega 2 or 4 Mb with monochrome with color	CALL
☐128k ROMS for Mac	$125.00
☐64k ROMS for Mac	$ 19.99
☐RS232C or Centronics cable	$ 9.99
☐Atari 30 Mb Hard Drive	$450.00
☐Master Double Sided Drive	$139.99

Entertainment

☐Adv Dungeons and Dragons	$29.99
☐Axe of Rage	$10.00
☐Battle Chess	$35.99
☐Bloodwych	$35.99
☐Bloodwych Data Disk	$21.99
☐Boulder Dash Const. Kit	$ 1.99
☐Bubble Bobble	$19.99
☐California Games	$14.99
☐Dive Bomber	$21.99
☐Devon Aire	$17.99
☐Double Dragon	$29.99
☐Drakkhen	$39.99
☐Dungeon Master I or II	$25.99
☐Empire	$39.99
☐F-15 Strike Eagle	$29.99
☐F-16 Combat Pilot	$35.99
☐F40 Pursuit	$29.99
☐Falcon	$32.99
☐Fighter Bomber	$37.99
☐Gauntlet II	$39.99
☐King's Quest IV	$39.99
☐Kult	$39.99
☐Leasure Suit Larry I or II	$32.99
☐Manhunter NY II	$35.99
☐MicroLeague Baseball II	$39.99
☐Obliterator	$10.00
☐O.I.D.S.	$27.99
☐Omega	$32.99
☐Phantasy I,II, or III	$29.99
☐Pictionary	$35.99
☐Police Quest I or II	$35.99
☐Populous	$39.99
☐Populous Data Disk	$19.99
☐Project Neptune	$12.99
☐Red Storm Rising	$32.99
☐Space Ace	$39.99
☐Space Quest I, II, or III	$35.99
☐Star Command	$37.99
☐Star Fleet I	$37.99
☐Starflight	$39.99
☐Superman-Man of Steel	$10.00
☐TechnoCop	$19.99
☐Time of Lore	$29.99
☐Turbo Outrun	$27.99
☐Ultima IV & V	$39.99

Printers

☐Star NX-1000 II	$169.99
☐Star NX-1000 Rainbow	$210.00
☐Panasonic KXP-1181	$199.99
☐Panasonic KXP-1191	$229.99
☐Panasonic KXP-1124	$299.99
☐Panasonic KXP-1624	$449.99
☐Panasonic 32K Buffer for 1181, 1191, & 1124	$57.00

(703)494-3444
METRO 643-1729
FAX 703-494-3663
MON.-SAT. 10am - 7 pm
Closed Sunday
ATARI SERVICE
AUTHORIZED SINCE 1982
NO CREDIT CARD SURCHARGE

DISCOVER MasterCard VISA

Desktop Publishing

☐Ultra Script ST-1	139.99
☐Font Factory Clip Art	$15.99
☐Fonts & Borders	$19.99
☐Fontz!	$27.99
☐Publisher ST	$79.99
☐Scanart Library	$39.99
☐PageStream 1.8	129.99
☐PageStream Fonts Disk	$27.99
☐Calamus	189.99
☐Calamus Font Editor	$59.99
☐Calamus Outline Art	189.99

Drawing Programs

☐CyberControl	$39.99
☐CyberPaint	$39.99
☐CyberStudio (CAD 2.0)	$59.99
☐CyberPrint	$29.99
☐Easy Draw/Turbo Charger	$99.99
☐Easel ST	$17.99
☐Graph Maker	$49.99
☐Quatum Paint Box	$19.99
☐Spectrum 512	$49.99
☐Art and Film Director	$49.99
☐Touch-Up	119.99
☐Hand Scanner & Touch-Up	399.99

8-Bit Hardware

☐65XE	$75.99
☐XF551	179.99
☐1020 Printer	$25.99
☐Rambo XL 256K Upgrade	$39.99
☐P.R. Connection	$65.99
☐Express Cart	$64.99
☐Printer or Modem cable	$12.99
☐XEP80 80 column video display and parallel printer port	$65.00
☐Atari 850 Interface	$95.00
☐Lynx Video System	$179.99
☐Lynx Games	$34.99

8-Bit Software

☐Atariwriter Plus	$39.99
☐Atariwriter(cart)	$29.99
☐Atariwriter 80	$39.99
☐Syntrend	$29.99
☐Newsroom	$29.99
☐Typesetter	$27.99
☐BBS Express	$47.99
☐Autodual	$34.99
☐Gauntlet Dungeons	$19.99
☐Bob'N Wrestle	$21.99
☐Turboword 80 column word processor	$39.99

Productivity

☐1st Word Plus	$69.99
☐Teacher's Pet	$39.99
☐E-Z Grade	$35.00
☐Athena II C.A.D.	$69.99
☐Turbo Kit	$39.99
☐WordPerfect	139.99
☐Draw Art Professional	$49.99
☐**Protext**	$79.99
☐Flash	$21.99
☐Revolver	$34.99
☐Universal Item Selector III	$15.99
☐Multidesk	$25.99
☐Word Writer ST	$49.99
☐Neo Desk 2.5	$39.99
☐LDW Power	$59.99
☐Hotwire	$25.99
☐Interlink ST	$25.99
☐St Express	$49.99
☐**SPECTRE GCR**	225.00

Specials of the Month

EL CAL	$35.99
Music Software	
Bach Songbook	$8.00
KCS	39.99
KCS Level II	59.99
MT32 Editor	29.99
Roland D-110	29.99
Blank Disks	
Fuji 3.5 SS/DD	$6.99
Goldstar 5.25 DS/DD	$3.99
Joysticks	
Bat Handle	15.99
Black Max	$6.99 or 2/10.00
Super 3 Way	17.99

Prices Subject to Change - In Stock Only - Sale Ends May 31, 1990

Current Notes (ISSN 8750-1937) is published monthly (excluding January and August) by Current Notes, Inc., 122 N. Johnson Rd., Sterling, VA 22170 (703) 450-4761. Direct subscriptions to *Current Notes* are available for $24/year ($42/2 years). Second-Class Postage paid at Sterling, VA and other offices.

POSTMASTER: Send address changes to Current Notes, Inc., 122 N. Johnson Rd., Sterling, VA 22170.

Opinions expressed in this publication are those of the individual authors and do not necessarily represent or reflect the opinions of *Current Notes* which is not affiliated, in any way, with Atari Corporation.

Publisher: Joe Waters, 122 N. Johnson Rd, Sterling, VA 22170 (703) 450-4761.

ST Editor: Frank Sommers, 4624 Langdrum Lane, Chevy Chase, MD 20815 (301) 656-0719.

XE Editor: Len Poggiali, 225 Mosley Dr, Syracuse, NY 13206 (315) 437-2456.

CN Columnists: John Barnes, Jeff Greenblatt, Richard Gunter, Doug Hodson, Frank Kweder, Brian Miller, Len Poggiali, Dave Small, Frank Sommers, David Troy, Sam Wright, J. Andrzej Wrotniak.

Copy Editor: Joyce Waters

Articles or review material and press releases should be sent directly to the appropriate editor. Deadline date for articles is the **3rd of the month.**

Advertising Manager: Joyce Waters, 122 N. Johnson Rd, Sterling, VA 22170 (703) 450-4761.

1990 Advertising Rates:

Ad Size	1x	3x	5x
Full Page	$180	$480	$700
2/3 Page	$130	$345	$510
1/2 Page	$103	$270	$400
1/3 Page	$75	$195	$275
1/4 Page	$57	$150	$215
1/6 Page	$40	$105	$160
1/9 Page	$35	$90	$125

Send photo-ready copy, due in by the **10th of the month** preceding publication, to the publisher.

Store Sales: Joyce Waters, (703) 450-4761.

Back Issues: A limited number of back issues are available:

1987: ($1.50) Feb, Mar, Apr, May, Jun, Jul/Aug, Nov, Dec; (All 8 for $10)

1988: ($2.00) Jan/Feb, Mar, Apr, May, Jun, Jul/Aug, Sep, Oct, Nov, Dec. (All 10 for $15)

1989: ($2.50) Jan/Feb, Mar, Apr, May, Jun, Jul/Aug, Sep, Oct, Nov, Dec. (All 10 for $20)

1990: ($3.00) Jan/Feb, Mar, Apr, May

Current Notes is produced on an **Atari Mega4** computer with an **Atari SLM804** laser printer using Atari desktop publishing software.

TABLE OF CONTENTS
Vol. 10, No. 4: May 1990

In this Issue

The Anaheim Convention, by Pat Raymore 17
Atari shows off new TTD, Megafile 44, and STacy

1990 Canadian Atari Users Convention, by Hill and Irwin 20
The XE GS, STacy, Lynx, and Portfolio, available everywhere

First Sydney Australia Atari Show, by Jon Clarke 24
The ST^E, Atari PCs, Lynx, Portfolio, CD-ROM ... shipping now

Mac's England, by David Troy 26
A tourist's look at Atari in the UK

Typesetting with the ST, by Bill Price 50
A tour de force of the printer driver and fonts menagerie

The Korean Connection, by David Harris 72
Increase your productivity with an Atari 800 XL

Regular Features

Editorial ..... Joe Waters 4
Letters to the Editor 6
ST Update: The Ship Comes In ..... Frank Sommers 10
XE Update: MS-DOS File Servers for 8-bit ..... Len Poggiali 14
Starting Block: Of Mice and Desktops ..... Richard Gunter 30
Spectre Tips #13: Ver 2.65 & MultiFinder ..... Doug Hodson 32
ST Toolbox: Panasonic KX-P1124 ..... J. Andrzej Wrotniak 35
Junkyard Pussycat: Kitty Kudos & Cat Scratches ..... John Barnes 42
Stuck in a Rut: Dream Zone ..... Sam Wright 45
Shareware Sampler: Little Green Selector ..... Brian Miller 64
Atari's Small Miracles (*) ..... Frank Kweder 66
WAACE Club Corner ..... Ed Seward 76
Current Notes' Registered Atari Clubs 78

Product Reviews

Balance of Power, by Donald Elmore 60
Battle Chess, by George Hulseman 58
Duplicating and Security Handler, by Sam Van Wyck 38
Panzer Grenadier (*), by David Harris 70
Print Shop Users Utility Disk (*), by Bob Berberick 68
SFP Utilities Disk (*), by Bob Berberick 71
Super Kidgrid, by Bill Moes 39
Tomahawk (*), by Rich Link 73
Weird Dreams, by Frank Sommers 48

* Atari XL/XE program.

From the Editor's Desk:

A few months ago, I decided to try and expand our "Registered Club" program. I had downloaded a list of Atari clubs from GEnie but had never gotten around to using it. I uncompressed the file, fixed up the structure a little bit, and then imported everything into dBMAN as a database of Atari clubs. I was quite surprised to see that there were 475 clubs listed. Now that did include clubs in other countries, but, nonetheless, that was quite an impressive number.

It is very expensive to send out *Current Notes* 1st class, but we are allowed to include a small number of non-requested copies in the second-class distribution. So, I picked out several states and sent out about 100 copies to 100 different Atari clubs. I then sent a letter explaining our registered club program. The following month, I mailed out an additional 60 copies to 60 more clubs.

For those of you unfamiliar with our registered club program, let me offer a brief explanation. *Current Notes*, although not directly affiliated with any club now, does have its roots in Atari users groups and continues to support Atari clubs and what they can do to help Atari owners. I conceived of the registered club program as a means to help Atari user groups and at the same time help increase CN circulation. If a club registers with CN, then the club is listed each month in *Current Notes*. This publicity helps Atari owners locate clubs in their area. Members of the registered clubs may also subscribe to CN at a special club discount rate. To register, a club sends in an initial subscription list of six members or 10 percent of the club, whichever is less. If a club has 20 members, only two need to subscribe to become registered. Other club members can then subscribe at the discount rate at any time. CN gets more subscribers, clubs get more publicity, and club members save a few bucks.

The program has been reasonably successful. At the moment, we have 69 clubs in 31 states and Canada participating (see page 78). But, according to that list of Atari clubs, there may very well be lots of clubs out there that no knowing about CN or our program. So, I thought I might try contacting them.

Of course, any mailing to a user group takes awhile before a response is received. Somebody has to take the issue to a meeting, they have to discuss it, a month or two may go by. Clubs don't always react real fast. So far, however, I've received about 30 responses. One was favorable and I added a new club to our list of registered clubs. The other 29, unfortunately, were from the post office saying that the Forwarding Order had Expired or simply that the address was bad. An obvious conclusion is that a sizeable proportion of that address list is incorrect. The clubs may still be in existence, but the contact point is no longer valid.

I called Bob Brodie at Atari to see if he had a more current list. Bob has been compiling a list for some time now. However, he has basically been putting together existing lists from one source or another. Bob admitted that he had yet to actually try a mailing to discover which addresses were good and which were no longer valid. Too bad. I sent Bob a list of the returned addresses that I had received so he would know that these weren't correct if they were still in the Atari database.

So, how does one get an accurate list of Atari clubs? I do periodically get changes from the clubs in our list, but even for the CN list, if a club changes its contact point and doesn't tell us, we will have an incorrect address.

I think it is important to have available a good list of Atari clubs. A club is an invaluable source of information for people just discovering the wonders, and mysteries, of their Atari computers. Club members enjoy their computers and they enjoy helping other people. But in the US market, it is hard enough to find a place that sells Atari computers let alone find out if there is an Atari club anywhere near. This is unfortunate. I have heard from people who saw the *Current Notes* list and were amazed to discover that there was an Atari club in the town they just left. They had lived there several years and never knew the club existed!

Another benefit of having an accurate club list is to provide Atari developers with a good, solid lead to potential Atari markets. Companies often have programs for Atari clubs and this would provide an additional avenue to link clubs up with vendors of Atari products.

CN is a pretty small outfit and certainly doesn't have the resources of an Atari Corp., but that doesn't mean we can't do something to help out. I am going to expand my list of CN Registered Clubs to be a list of Atari Clubs. I will also do my best to see that the club information provided is current and correct. So, how can I do that? With a little help from the clubs. If you want your club listed in the CN list, send us your newsletter. The newsletter will establish that you are, indeed, a viable Atari club, and its regular appearance also establishes continued existance and correct addresses.

Now, how do I distinguish registered clubs from those that are sending in their newsletters? With difficulty, so I will drop the distinction. Your club members may subscribe at the standard club discount rate. Just put an application form (or some other instructions that also include your the club name) in your newsletter. Members can cut out the application form or instructions (which will validate that they really are club members) and include them with their subscription.

As an additional benefit, and inducement, to clubs in the CN list, they, *and only they*, will be given blanket permission to reprint any article appearing in CN in their own club newsletters. Watch the CN Atari Club list in the coming months to see if this program bears any fruit.

Order Line Only
(800)876-6040
US, PR, AK, HI and Canada

Joppa
Computer Products

Information Line
(301)676-1948
Order Status, Tech Support

'Great Antic Software Savings'

All Aboard	15.00
Base Two	33.00
Crash Garret	22.00
Cyber Studio 2.0	44.00
Design Disks	16.50
Plot/Ptr Driver	13.75
Cyber Control	27.50
Cyber Paint 2.0	38.50
Cyber Sculpt	49.50
Cyber Texture	27.50
Cyber VCR	38.50
Cyber Paint 2.0	38.50
Flash 1.6	16.50
GFA BASIC 3.0	55.00
with compiler	77.00
Macro Mouse	19.50
Map & Legends	19.50
Data Maps 1 or 2	13.75
Phasar 4.0	49.50
Programming with GFA Basic 3.0 Book	17.00
Quicktran	14.00
Shadow	16.50
Spectrum 512	38.50
Star Struck	13.75
The Navigator	27.50

Abacus ST Books Giveaway

Presenting the ST
STs for Beginners
Machine Language
LOGO Users Guide
Basic Train. Guide
$8.50 each

GEM Reference Guide
Tricks & Tips
Intro MIDI Programng
From Basic to C
3D Graphics
$9.50 each

GFA Basic Quick Reference Guide $5.00

Hurry prices LIMITED to in-stock items only!!!

Codehead Software	
Codehead Utilities	21.00
G+Plus	21.00
HotWire 1.41	24.00
Hotwire Plu	36.00
MaxiFile 2.0	21.00
MidiMax	30.00
MultiDesk 1.83	18.00
Compilation Packs	
Action ST Volume 2	37.00
Infogrames 3 Pack	31.00
GIANTS	31.00
Precious Metal	31.00
Star Wars Trilogy	31.00
Thrill Time Plat. II	31.00
WINNERS!	37.00
Computer Languages	
Devpac ST 2	59.00
Laser C 2.1	110.00
Laser DB	49.00
Mark Williams C	99.00
M/W Debugger	44.00
Prospero C	119.00
Prospero Fortran	119.00
Prospero Pascal	93.00
True Basic	58.00
Data Bases	
dbMan v5.2 with Compiler	164.00
Data Manage Pro	64.00
Superbase Personal	47.00
Superbase Personal 2	87.00
Superbase Pro 3.0	184.00
Desktop Publishing	
Calamus 1.09	169.00
Calamus Font Editor	59.00
Calamus Outline Art	169.00
PageStream 1.8	117.00
P/S Font Packs	25.00
Timeworks Publish ST	79.00
Touch Up	119.00
with Hand Scanner	420.00
Ultrascript ST-1	119.00
U/S PS-35 Fonts	139.00
U/S PS-22 Fonts	119.00
DS Disk Drives	
Beast Cub - B Drive	120.00
Beast Cub	140.00
Indus GTS 100X	146.00
Indus GTS 100	162.00
Entertainment	
After The War	24.00
Altered Beast	24.00
Aquanaut	29.00
Articfox	15.00
Austerlitz	30.00
BAAL	13.00
Backgammon	30.00
Balance of Power 1990	30.00
Barbarian 2	24.00
Bards Tale	15.00
Batman the Movie	24.00
Battle Chess	30.00
Battlehawks 1942	30.00
Battletech	30.00
Bloodwych	30.00
Data Volume 1	18.00
Breach 2	30.00
Bride of the Robot	24.00
Chaos Strikes Back	23.00
Clue	24.00
Death Bringer	24.00
Double Dragon II	24.00
Dragons of Flame	26.50
Drakken	36.00
Dungeon Master	23.00
Falcon	30.00
Mission Disk	16.00
Ferrari Formula One	32.50
Fighter Bomber	36.00
Fire Brigade	30.00
Full Metal Jacket	30.00
Ghostbusters II	30.00
Hard Drivin'	24.00
Heroes of the Lance	26.50
Hillsfar	32.50
Jack Nicklaus Golf	30.00
King of Chicago	16.00
Kings Quest 1/2/3/4	30.00
Leisure Suit Larry 1	24.00
Leisure Suit Larry 2	30.00
Manhunter 1 or 2	30.00
Never Mind	21.00
North and South	24.00
Omega	30.00
P47 Thunderbolt	30.00
Paperboy	12.00
Pirates	27.00
Police Quest 1 or 2	30.00
Populous	33.00
Promised Lands	18.00
Powerdrome	26.50
Red Lightning	38.00
Red Storm Rising	27.00
Rick Dangerous	21.00
Risk	24.00
Robo Cop	24.00
Rocket Ranger	30.00
RVF Honda	24.00
Shanghai	19.00
Space Ace	36.00
Space Harrier	24.00
Space Harrier II	24.00
Space Quest 1 or 2	30.00
Space Quest 3	36.00
Starflight	32.50
STOS	37.00
STOS Compiler	21.50
STOS Games Galore	24.50
STOS Maestro	30.50
STOS Maestro Plus	95.00
STOS Sprites 600	21.50
Stunt Track Racer	24.00
Strider	24.00
Super Cars	24.00
Super Hang-On	24.00
Tetris	21.00
TIME	36.00
Tower of Babel	30.00
TV Sports Football	30.00
Ultima 4 or 5	36.00
War In Middle Earth	30.00
W. Gretzky Hockey	30.00
Windwalker	24.00
World Trophy Soccer	24.00
X-Out	24.00
Xenon II	30.00
Practical Solution	
Drive Master	30.00
Monitor Master	30.00
Mouse Master	25.00
Tweety Board	27.00
Video Key	59.00
Spreadsheets	
LDW Power 1.11	87.00
VIP Professional	89.00
Templicity - LDW	23.00
- VIP	23.00

Exciting NEW ST Products

Super Charger 1Mb version $425.00
"1st External ST PC Emulator"

Chrono Quest II	30.00	Shadow of Beast	30.00
Conqueror	30.00	Sonic Boom	30.00
Diamond Cache	18.00	Stryx	24.50
E-Motion	24.00	The Krystal	37.00
Gravity	30.00	Tracker/ST	48.00
Hot Rod	30.00	Triad Vol #3	36.00
Infestation	24.50	Xenomorph	30.00
Kid Gloves	30.00	Warhead	30.00

ST Replacement Mouse	
Atari STM1	45.00
BEST Mouse	40.00
Cordless Mouse	90.00
Jin Mouse	45.00
Telecommunications	
BBS Express 1.30	53.00
Interlink ST 1.85	24.00
Michtron BBS 3.0	48.00
STalker 2.0	19.00
Utilities	
.ACCess	19.00
DC Desktop	24.00
DC Utilties	18.00
Diamond Back	24.50
Fontz	22.00
ICD Clean Up ST	25.00
pcDitto	64.00
Quick ST II	14.00
NeoDesk 2.05	30.00
Turbo Hard Drive Kit	30.00
Turbo Jet	26.00
Universal Item III	15.50
Virus Killer	16.50
Word Processors	
1st Word Plus	59.00
Tempest II	47.00
Thunder	30.00
Wordflair	62.00
Word Up 3.0	CALL
Word Perfect	139.00
Word Writer ST	47.00
Other Software	
DEGAS Elite	37.00
DynaCADD 1.7x	580.00
Quartet	37.00
T.I.G.E.R.	89.00
T.I.G.E.R. Cub	59.00
Other Useful Items	
Apple 128K ROMS	124.00
Atari TOS 1.4 Chips	89.00
Color Computereyes	178.00
pcSpeed 1.40(Euro)	330.00
pcSpeed 1.40(Mich)	385.00
Mega ST Bridge	65.00
Spectre GCR	216.00
VIDI ST 1.28	130.00
Ralph C. Turner Books	
Atari ST Subjects	13.00
The Atari ST Book	13.00

ICD FAST Hard Drive Systems

50 Mb 40ms Access $579.99
50 Mb 28ms Access $599.99
60 Mb 24ms Access $672.99
84 Mb 24ms Access $719.99

3.5" DS floppy option add $99

Atari ST RAM Upgrades

AERCO	**$129.00**	**Z-RAM 3D**	**$111.00**
with 2Mb RAM	**$283.00**	**with 2Mb RAM**	**$275.00**
with 4Mb RAM	**$428.00**	**with 4Mb RAM**	**$420.00**

Xtra-RAM	**$ 99.00**
with 512K RAM	**$145.00**
with 2Mb RAM	**$251.00**

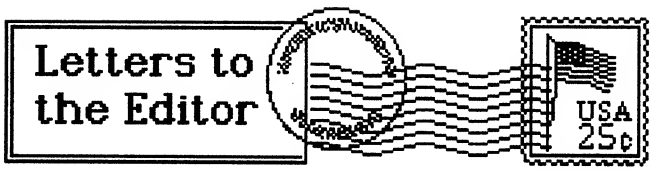
Joppa Specials

Master 3S DS Drive	**$135**	**Delivered**
Supra 2400 / Cable	**$118**	**Delivered**
Supra 2400 / Flash / Cable	**$134**	**Delivered**
Supra 2400 / Interlink / Cable	**$140**	**Delivered**

VISA
MasterCard

3909 Pulaski Highway / Abingdon, Maryland 21009 / FAX Line (301)676-1949

Shipping Continental US: Software/Hardware add **$3.00**. Software 2nd Day Delivery add **$5.50**. Hardware 2nd Day Air Delivery **CAll**. Software orders to Alaska & Hawaii add **$8.00**. Hardware orders to Alaska & Hawaii **CALL**. All orders to rural Alaska **CALL**. All COD orders add an additional **$3.75** to order. APO/FPO, Canada, Overseas & Domestic Postal orders charged minimum **$5.00**. Most west coast orders shipped from California for speedy delivery. **NOTE:** prices subject to change without notice. Non-defective returns subject to 20% restocking. **HOURS:** 10AM to 9PM (EST), Monday through Friday, 11AM to 7PM on Saturdays.
*** NO Credit Card Surcharges EXCEPT for Hard Drives add 3%**



More on Appliances

Dear CN,

Here's my two cents worth on the "computer appliance" concept.

1) Clock radios, television sets, microwave ovens and (worst case) component stereo systems are appliances. An appliance is a box you can unpack, scan the manual, plug in and run. A semi-intelligent desktop super computer with a spoken language interface would work like an appliance. Maybe I'll live to see one too, but I'm not holding my breath.

2) How much did you pay for your last clock radio, television set, microwave oven or stereo system? To most people, an applance is a complete package that costs $500-600 or less--preferably less. The XE could make it as an appliance if Atari did what's necessary: but considering the problems they have doing what's necessary for the ST, I'm not holding my breath on this one either.

How did they come up with something this dumb? I'd really like to know. I even dug out my old Scrabble set: I took the letters H-O-M-E C-O-M-P-U-T-E-R and laid them on the table, but no matter how I swapped them around they still didn't spell "computer appliance."

David Lefly
Chicago, IL

P.S. Many thanks for your report in the April issue on Donnerwetter-ST, the German ST emulator for the PC--just what I've been waiting for, in case Ms. Schuetz is listening. It occurred to me that some CN readers might need a translation. "Donnerwetter" (literally, "thunder storm") is one of those harmless expletives people use when ?#Q!*% is socially inappropriate. I'd translate it as "Geewhiz-ST," in honor of Microsoft's GW-Basic. The jaw-breaking Komputersaftwarenprogrammierunggesselschaft is simply the Computer Software Programming Corporation. German is more noted for precision than compactness of expression, but a 43-letter corporate name ...
HIMMELHERRGOTTKREUZMILLIONENDONNERWETTER!

Let's Not Kill a Good Thing

Dear Joe,

Here is a check for another year. Keep up the good work. I get good vibes from reading about the ST. I would like to say, however, that all the reasons for which we bought the ST still hold. As I read other magazines "Mac World," "Personal Computer" and so forth, I am impressed by the Cost of getting an IBM or Mac to do what the Atari will do right out of the box. I will admit that much more in the line of variety in programs is available for the MS-DOS machines, but at a cost. So, let's not kill off a good thing by beating the Atari Company to death, but instead praise the product. Have fun, what else is there.

H.B. Monroe
Wadesboro, NC

IBM Emulation on SS Disks

Dear Sir,

This is in response to Len Labriola's letter in your March issue. He commented that there was no way to use his 520 ST and single-sided disk with IBM emulation. It appears many people may believe this and consequently feel they have to decide between getting a double-sided drive and IBM emulator or an IBM clone.

There are actually several solutions. First of all, if he will format his 3.5 inch disks on an IBM using the "/D/1" switch, they will be formatted as a single-sided IBM format 362K disks. ("FORMAT A:/D/1 <RETURN>")

This also works for me on the ST with pc ditto, but for some reason only on drive B. You can fool it, however, if you don't have a B drive by typing FORMAT B:/D/1 and hitting RETURN. After it loads the format program from your DOS System Disk it will tell you to put a blank disk in B drive. Since, on a single disk setup, the software alternately calls your drive both "A" and "B", put your blank into "A" and hit RETURN. It will format your disk as a single-sided 362K IBM disk.

If you have it, another way to do the job is to use the formatting feature in Universal III Item Selector to format a single-sided 9-sector disk. (Don't select "Twister Format" even if your TOS will support it.) You come out with a single-sided disk that is fully compatible with any IBM machine. Incidently, the disk also works great in my Tandy 600 (single-sided disk) labtop. For some reason, however, Atari's regular single-sided format routine won't produce a usable IBM formatted disk.

Another solution is to buy a 3.5 inch 720K replacement (double-sided) bare drive. A number of mail order discounters in Computer Shopper advertise them for less than $80 now.

A last note, once you have an IBM formatted disk, you really don't need an IBM emulator to use your ST with IBM files or to use an IBM compatible with your ST files. I routinely convert my files to ASCII text, take them to the other style computer, then convert them back into whatever word processing format I'm using.

Since Atari can read and write IBM formatted disks, ASCII files work just fine. And even if your ST can't run an IBM program without an emulator, it will perfectly copy

any IBM program or file to any IBM formatted disk. Until my office got an IBM compatible with both 3.5 inch and 5.25 inch floppy drives, I was taking disks home every night to copy them from one sized disk to another on my ST. For tasks like this, I didn't even have to fire up pc ditto. GEM desktop works fine!

The ST is a very versatile machine and can do a great deal more than most folks realize. I hope this helps someone.

Jack Mathews
Falls Church, VA

PATTERNS.BAS

Dear Frank,

Here is a short program for the ST that can provide many hours of entertainment. It generates a pattern that slowly builds in complexity over time. It asks for the values of four variables--a,b,c, and d. A, b, and c can be just about any value, but d should not deviate far from 0.5. When the program is run, a question mark will appear. Enter values for a,b,c, and d separated by commas. An example entry is 1,50,1000,.5.

```
10 CLEARW 2
20 FULLW 2
30 INPUT A,B,C,D
40 CLEARW 2
50 X=1
60 Y=1
70 FOR I=1 TO 1000000
80 YY=X-SGN(Y)*(ABS(B*Y-C))**D
90 XX=A-Y
100 X=XX
110 Y=YY
120 LINEF X+310,Y/4+80,X+311,Y/4+80
130 NEXT I
140 END
```

Add the following lines to the program for a touch of color:

```
71 W=16*(X/16-INT(X/16))-1
72 COLOR W,0,W
```

Perhaps someone can explain why the patterns appear lopsided.

David Aronson
Oakton, VA

TEX on the Epson FX80

Dear Joe,

I am very pleased to see the interest that Current Notes has taken in the TEX document preparation system. I use TEX at work and find it excellent for formatting mathematics. I have used Metafont, on a VAX, to create font files for the Epson FX80 printer, files that reflect the 240/216 asymmetry of the printer. I also have the fonts for printing in landscape orientation. When I get my new set of TEX disks from you, I shall see whether I have anything of further interest that I can send you.

Here are the key words to describe the Epson FX80:

```
mode_def epson = % Epson
proofing:=0;            % no, we're not making proofs
fontmaking:=1;          % yes, we are making a font
tracingtitles:=0;       % no, don't show titles in the log
pixels_per_inch:=240;   % lowres
blacker:=0;             % don't make the pens any blacker
fillin:=0;              % and don't compensate for fillin
o_correction:=.2;       % but suppress most overshoots
aspect_ratio:=9/10;     % 216 dots/inch vertical
enddef;
mode_def landsc = % Landscape for Epson FX80
proofing:=0;            % no, we're not making proofs
fontmaking:=1;          % yes, we are making a font
tracingtitles:=0;       % no, don't show titles in the log
pixels_per_inch:=216;   % lowres
blacker:=0.9;           % make the pens blacker
fillin:=0;              % don't compensate for fillin
o_correction:=.2;       % but suppress most overshoots
aspect_ratio:=10/9;     % 240 dots/inch vertical
enddef;
```

Martin H. R. Donald
Mountain View, CA

Part of the Solution

Dear Mr. Waters

Thank you for taking the time to talk to me on Sunday. I truly appreciate your concern and advice. I thought it only appropriate to follow our conversation with this letter, which hopefully will give you a better understanding of who I am, and my dilemma.

Again, I am James "Jim" Dupree. I'm 34 years old, married, and have a six-month old son. I also live in one of Baltimore City's most drug and crime invested neighborhoods.

As a child, I remember my father telling me that "you're either part of the problem, or part of the solution"; I've made a personal commitment as one individual, to do what I can to alleviate this situation, and help others.

I have, with the support of a few neighbors, started a neighborhood organization in an attempt to regain control of our streets. As yet, we are not very visible to the community, but we do try to monitor the drug activities, and report them to the authorities as they occur. We are also trying to provide alternative activities for our youth; this summer past we sponsored baseball games (supplying refreshments, etc.), a cookout, and sponsored trips to a local recreation center.

What our group would like to do next is to produce a neighborhood newsletter, to be distributed freely in our area, to make our group known in our community, and to enlist the support of more of its residents and businesses. Our goals are to make people aware of the possibility for positive change, inform them of scheduled events and

meetings, and to make the drug dealers aware that we are uniting.

A "professionally produced" newsletter will hopefully give us the credibility we need in the neighborhood, and give the criminal element the impression that a "larger" organization is behind our group.

At present, I am a Management Assistant at the internal Revenue Service (6 years), and have a meager income; with my new family, and expenses, things right now are somewhat tight. Through some personal and family sacrifice, I have purchased a used Atari 520STFM, a monochrome monitor, and an Epson LX-80 printer. In stages, I had the disk drive upgraded to a double-sided one, and had my ram upgraded to one meg.

I attended last year's Atarifest in Fairfax, Virginia (October 7/8, 1989) which was extremely beneficial for learning more about my computer and its capabilities. I attended demonstrations on MIDI, Computer Graphics, and received some personal instruction from you on Desktop Publishing.

I entered a simple graphic ilustration "Simone," in the Atari Explorer (July/August 1989 issue), and won a free one-year subscription to this highly informative publication.

I am also personally involved in producing video "slide-shows"; prepared on my Atari using the Neochrome graphics program, and then copied onto videotape. They will initially be shown to kids at my church, and at other churches in my area, and, hopefully, could be expanded into other learning institutions.

These shows deal with some of the problems inherent to minority children (and *any* children living in heavily populated urban areas), and, hopefully, will provide them some "positive" solutions to issues of conflict, extreme peer pressure, personal hygiene/health, and family matters. One of the reasons I've felt (and still feel) that some minorities often gravitate towards drugs and crime is because they don't believe they can achieve anything else in our society, and that they have no alternatives. I know this is untrue; there are probably unlimited opportunities for minorities at this time, I believe that all that is necessary for many kids to advance themselves is to be encouraged to achieve and to set realistic goals. They must also be offered hope for the future.

Growing up in Baltimore, and watching many of my childhood friends lose control to drugs, alcohol, and crime, I realize that it was only through encouragement from my parents, family, and teachers, that I have not fallen into the same trap. I'm ever so grateful. Having been a Graphic Arts major in college, and having experience in filmmaking and photography made me realize that I am capable enough to "put something back" into the community; this, I have set out to do.

I really need a hard drive now. With the graphics work for these slide shows, and Timework's Desktop Publisher ST DTP program, I don't have enough storage space to be able to ORGANIZE my work properly. I also find it difficult to make smooth transitions in the slideshows because I have to PAUSE the VCR and change floppies simultaneously. It would be great to be able to make presentations of greater length, and be able to record them in one session.

At present, I am closer to realizing my dream than ever! Computers have opened doors of opportunity I never thought possible. Unfortunately, it is impossible for me to acquire a hard drive at this time. I just can't afford the lump sum payment needed to get this item. To acquire one through conventional financing has not been possible, as most lending institutions feel I am at my credit peak (not bad credit, just extended to the limit). To be honest, I have no extra cash at all, so for now, all of my work has been at somewhat of a standstill. Even using my floopy drive has been somewhat limited, because I can't afford to buy them as quickly as I fill them up with graphics, etc.

Mr. Waters, if you know of anyone who would allow me to purchase a used 10 or 20-meg hard drive and allow me to make arrangements for repayment, would you please direct me to them? If you know of a company or retail outlet that would allow me to make installments, I am willing to pay the full "suggested retail" price for these units, and agree to pay whatever interest they would require. I can afford $40-$50 per month.

I know that my request is somewhat unusual, but I've come this far by personal sacrifice; I am not asking for a handout, nor am I expecting something in this world for free. I, unfortunately, work with a very limited income, and I have overburdened my family somewhat financially already. I really need a little help right now. Given a chance, I believe I can produce something helpful to minority people, and useful to society as a whole.

I also appreciate your taking time to read this lengthy letter, and wish you continued success with *Current Notes*!

Sincerely,
James C. Dupree, Jr
Baltimore, MD.

[I have had several conversations with Jim Dupree and fully support the work he is trying to do. Jim's letter came in early November, and I have been meaning to print it, but it was a victim of our construction nightmare that occurred throughout the holidays. However, I have once more found it and was determined to print it in this issue. I am sure someone in the CN readership will be able to lend a hand. Mr. Dupree can be reached c/o Current Notes, 122 N. Johnson Rd, Sterling VA 22170. -Joe W.]

May, 1990

New ST Software titles:

Universal Item Selector III...19.96(list 24.95)
Future Dreams.....39.96(list 49.95)
Midwinter.....47.96(list 59.95)
Sonic Boom.....39.96(list 49.95)
Ultima V.....47.96(list 59.95)
First Contact.....39.96(list 49.95)
Drakken.....47.96(list 59.95)
Infestation.....31.96(list 39.95)
Leaving Terramis.....31.96(list 39.95)
Grand Prix Master.....31.96(list 39.95)

Hardware Specials:

Atari 520STFM (includes ss drive).....CPU only 619-
Atari 520ST.....219-

Hurry, Quantities limited!

Diskcovery

Hundreds of Atari titles in stock

Seven Corners Center
Inside the beltway,
at the intersection of Rt. 50 & 7
Hours: 9:30-9:30 Mon-Sat, 12-5 Sun
Call (703) 536-5040

Fair Oaks Mall
Rt. 66 and 50, on the lower level,
next to Hechts
Hours: 9:30-9:30 Mon-Sat, 12-6 Sun
Call (703) 591-3475

The Ship Comes In, Stacy's for Sale, E. Germany Arrives, Atari Explorer Mis–Cues, Hats Off to Nathan Potechin

Slow Boat Syndrome

Those of us whose blood quickens when we hear the words "poker" or "Gin Rummy" (and I'm sure that includes the founder of our favorite computer company) know well the phrase, "I'd like to get him on a slow boat to China." Well for Atarians the reverse is true. How slow can a boat from Taiwan be. A boat bringing in Stacy's and STe's. A boat that began its 22–day journey on 2 April and should have landed in the arms of U.S. Customs officials immediately upon docking. According to one knowledgeable west coast Atari dealer, Customs will tend to hang on to "a new–entry item" for circa 10 days.

All that adds up to Atari having an adequate supply of the new machines for dealers by early May. For the dealers that are on the consignment lists, that is. And what will these machines cost? List prices for the Stacy include four different models or configurations. The Stacy 1 will list for $1,499, have one meg of memory and no hard drive. The $1,999 model will include a 20–meg hard drive. The third model, the Stacy 2 will have two megs of memory and a 40–meg hard drive and sell for $2,499. The Stacy 4 with four megs of RAM and a 40 meg hard drive will clock in at $2,900.

The higher you go in models the less portable they become. At the Stacy 4 level you either have an adapter cord for an electrical outlet or you don't use the machine. The demands of the hard drive are just too heavy on any battery. Reportedly, and those of you who own them know, the 286 and 386 IBM compatible portables come without a battery also. So Atari's machine is in line with the rest of the trade, if not significantly lower in price. Users say the screen display is quite satisfying.

The Coup

"User!" you might ask. Who are the users? Well the first two Stacy's arrived at Computer Room in Fort Lauderdale before Tax Day in March. Along with the two Stacy's came several Atari removable car–

tridge Mega 44 drives. Of the two Stacy's one was OBF, an Out of Box Failure and went back to the company for repair and turn around.

How did Brett Cramer of Computer Room happen to be the first Atari dealer in the U.S. to sell a Stacy? And what model Stacy's were they? Well, in a long and "serious talk" with one of the marketing managers of Atari, Brett was able to convince him that Atari had not been all that great in servicing his account. To make amends two of the three Stacy's he had ordered arrived almost immediately along with the Mega 44's. The Stacy's were the high–end model Stacy 4's with the 40 meg hard drives and four meg of RAM.

Cramer, who is a quick critic of products that fail to perform, was generally quite pleased with the Stacy 4, announcing that the screen, while not as sharp as the portable Mac, still is easy on the eyes. All in all, a solid product.

Other reports suggest that third parties are trying to beat the battery life problem for the bigger Stacy's, which as noted, currently require an external power source. One battery under development purports a 90–minute life and a second one is shooting for two hours plus.

Different Views

Not all Americans agree on the performance of our President. Apparently the same can be said for the President of Atari Corp., Sam Tramiel. Though we have not seen it, reportedly a recent issue of *PC Letter*, the prestigious computer newsletter put out by Stewart Alsop, describes Atari as the worst managed computer company in the US.

Juxtaposed along side that view is the February issue of *Micro Times* which has picked Sam Tramiel as one of top 100 computer people in the U.S., both for his management of Atari and the breadth of new products he has issued. This despite Sam's adamant refusal to advertise his products nationally. He has been quoted as saying that advertising is addictive, "Once you start advertising you never stop."

Where does that leave you? Well, for one thing with the rumor that Jack Tramiel is stepping back to take over the reins of the company.

Achtung!

Like thunder rolling out of the East, comes the roaring sound of computers powering up in what once was referred to as a "satellite country." Thousands and thousands of computers. With wily alacrity, Atari, read Jack Tramiel, has concluded an agreement to deliver 250,000 ST computers to East Germany. What form of currency Atari will be paid in is not yet clear. But what is apparent is that East Germany will soon have more ST's than they had hated state security officials, and, in fact, more ST's than we have in these United States of America.

WordPerfect

The latest maintenance update from WordPerfect should be available in early May. WordPerfect Corp. is also busy getting out a German version, where, according to reports they are receiving, the ST market seems to be exploding. There was one rumor that they hoped to sell 10,000 copies of WordPerfect over there. The new US update will allow WP to work on the Moniterm monitor and, among other minor bug fixes, will also adjust the conversion of *1st Word Plus* files to *WordPerfect* so that foot notes will appear properly.

Business Software

Hi-Tech Advisers of Winter Haven, Florida still holds the U.S. crown for business software for the ST. They seem to produce more of it and update it with regularity. Their latest update is V:5.00 of *Sales-Pro*, offering a host of new features: optional packing slips on transaction printout, a clock to track employees' hours, inventory item histories by I.D., a general ledger module that includes summary accounts, and enhanced multi-user versions with each station having its own set of defaults. The single user versions range from $99 to $599 for the *Super Sales Pro*.

Hold That *TIGER*

Few of us will argue that while computers do many things, they tend to generate rather than eliminate paper, and, while improving the product, take more time to create it. But many of you will state that they can accomplish tasks that would be impossible without them. Yes, but can they do the impossible?

Seemingly. Ten years ago the decision was made to make "a computer map" of the United States, and have it ready for the census in 2000.

"So, why does this take 20 years?" those of you who have used *Geography Tutor*, and seen it spit out instant maps of North America and Europe, might ask.

But this is a bit more advanced. Costing $300, *TIGER* (Topologically Integrated Geographic Encoding and Referencing) maps all 7.5 million census tracks. Software then takes the data recovered from the census, in this instance the one going on right now, for the project was finished 13 years ahead of time, and feeds it into the program.

The result? When your state legislature redraws its congressional districts after the numbers from this census are in, the redrawing will be done on computer screens. In 1980 it was done in rooms filled with paper maps and plastic overlays and grease pencils and people crawling around on their hands and knees drawing lines, hoping to get it right, because redrawing was too much of a nightmare to contemplate.

And with *TIGER*, if you don't like the odds for your party, be it Republican or Democrat, with a few key presses here and there you can arrange a design to make it even harder to beat the incumbents. Added bonuses for developers, city planners and politicians are more effective location of shopping malls, hospitals, bus routes and political mailings.

And doesn't all that save time? Well, not really when you consider how long it has taken to create the map, feed in the data and now make corrections by comparing the computer versions with census reports on street names, locations, etc.,. It just makes for an infinitely superior product.

Editorialists Beware!

Last month the rumors abounded. *Atari Explorer* had folded. The only questions was, who had pulled the plug on the magazine. Was it Atari, out of pocket change, who had decided to cut losses? After many days of speculation, Atari Corporation issued a press release that announced plans "to enhance" the magazine. Atari wanted it closer to its headquarters, since it wanted the "magazine staff to have instant access to the technology and information available here."

A more thorough scan of the horizon indicates that Atari was trying to use a little smoke and mirrors to cloud over an unpleasant situation. *Atari Explorer's* management was fired. Yes, that's correct, fired because of an editorial that was critical of Atari Corporation. After it appeared, the smoke began to rise at Atari headquarters and the suggestion was made that somebody would be made to pay for "the indiscretion." The result was thatone publisher and the rest of those involved were relieved of command of the magazine. *Atari Explorer* will publish again, as soon as a new staff is aboard. Who says Atari doesn't pay attention to suggestions for improvement and/or criticism?

Hannover, West Germany, 1990 Mar 24

CeBit '90--Atari was credited with an "amazing slight of hand" at the trade fair. Somehow they achieved a relatively high-profile presence without introducing any significant new products. While standing around and casting warm glances at the TT's and Stacy ST laptops, they talked about the "new Lynx" and "new software" for the

Portfolio. (See below.) Via continuous press conferences, followed by "announcements" at their booth, they succeeded in creating the impression that "new Atari products" would soon be flooding the market. Most tantalizing among the flow were "a new range of portable machines by the end of the year."

Portfolio

The only Atari product to receive other than newspaper advertising is apparently still selling well, if at a somewhat slower rate. Also, Atari has announced four new cartridges to be "available soon." Two of them turn the Portfolio into either a financial or a scientific calculator. Another provides extended DOS utilities and then there's the "real stuff"--two game cartridges that are called "Mindgames." They include backgammon, checkers, reversi and chess. They will sell for $48 and "will be available soon."

Objectivity Under Pressure

Few readers truly understand the constant stress editors are under--akin to something like that for air traffic controllers--as they struggle to keep the "playing field level," so to speak.

A recent example was a CN author trying to coerce us into giving a "Hats Off Award" to Gadgets By Small because David Small, acting with the speed of summer lightning, had put out an update of *Spectre*, V-2.65, which was eminently faster and permitted Mac emulation of *Prodigy.*

We tried to explain to the author, who has a fetish about software developers refreshing their product, that updates are great but perspective is better. With that we were challenged with bias, bias against David Small!

The author charged us with bias because Small was pro Star Wars and we were admittedly anti such nonsense. With that we tried to explain that not only was Small pro something that was technologically impossible, but recently he had tried to "wave it all away," by claiming Star Wars was a dead issue.

(Quite obviously, Dave had missed the picture of his President, cradling a small computerized, sensorized, rocket-motorized device in his hand called a "brilliant pebble." This new toy had been given him by mad scientists at Livermore Laboratory, testing cauldron for SDI. Advocates of the Small genre claim this "brilliant" device will be a boon to Star Wars. All you have to do is loft 4,700 to 5,000 of the little devils into space to orbit, and wait for a Soviet missile to lift off. That's 5,000 little computers and disastrously intricate sensors waiting to malfunction, and slam into an unintended target, say the new telescope we're putting up.)

So, I calmly explained to the pro-Small author, who happens to be professionally involved in testing the nation's technology, about the level playing field "thing," President Bush is always talking about, and underlined the need for him to keep an objective and open mind.

Big Boy vs Lynx

If you stroll down the glassed in display cases of computer game hardware at Toys "R" Us, several things about the 30-odd feet of display cases attract your attention. There, as the first item, is Game Boy, followed by the rest of Nintendo's overpowering supply of devices, including a "magic glove," for playing your Nintendo computer games. Then there's Sega's Genesis system and its paraphernalia. There, at the very end, are 2600 and 7600 Atari game machines and one lonely little 130XE Atari 8-bit computer. No Lynx.

Toys "R" Us in the local area says it has 400 on order with no idea of when they might appear. Of course, they missed the Christmas market, too. And now the question arises are the newly manufactured Lynx's, with their smaller screens and minus the left-handed control option, going first to Europe?

When we reviewed the Lynx two months ago in CN we noted that it was vastly superior to Game Boy, but with Atari's track record for getting their products up and in front of the consumer we wagered the Game Boy would outsell the Lynx by 10 to 1. That appears to have been a conservative estimate.

Amiga Comes of Age

If you had an Amiga and wanted to, had hoped to, even longed to, run some of the more unique accessories and programs available for the ST on your own Amiga, what would you do? For years Atarians have presumed Amiga owners could only hope and sulk. Now, all that is over and in from Europe is *Camillion,* the ST emulator for the Amiga. Those of you who have watched your pulse rise as you run Macintosh programs on your ST can understand "the elation" from the Amiga side. Now, *Neodesk, LDW Power,* and countless other ST programs are available in low, medium, or high resolution. There are the usual rough edges and minor problems associated with emulators, but the point is it is "here." Also, to insure compatibility the program includes TOS 1.0 on disk.

New & Useful

Word has it that the SLM 804 laser printer has been discontinued. For those of us who weren't addicted to the quality of PostScript fonts (See Bill Price's comprehensive coverage in this issue), the SLM 804 was one of Atari's more significant successes. Faster than any other printer around, it's output is of a high quality indeed. But you needed an ST, preferably a Mega ST with two or four meg's of memory to get the most out of it. Now Atari is purportedly releasing a new laser printer that will cost half as much as the old SLM 804, under $1000, and have memory on board, so that all of you out there can enjoy it, including those with IBM clones.

CAD 3D is launching a version of their software program that will put figures on your color monitor in a resolution of 1024 x 768. It involves nothing but software, and ostensibly is indeed impressive.

Imtek will shortly be selling a monitor for under $500 that will accept all three resolutions.

Atari has a new President of Atari, U.S.--Mead Ames Klines. Welcome, aboard, sir, and good luck.

A new scanner--Chinon, who did not distinguish itself with some of the early Atari drives, is introducing a new scanner for under $1000 that will produce images in 300 dpi resolution. A flatbed type device, it is described as looking like a huge praying mantis, with a scan light, mounted on four tall legs, above the item to be scanned. Chinon will also sell a 200 dpi version for $800.

And the bytes come marching in from Dream Park (7469 E. Fort Union Blvd., Suite 100, Salt Lake City, Utah 94121). Some of us have discovered that a double-sided floppy with 720 K just isn't enough on occasion, particularly when we're playing with memory hungry fonts. The solution may be Power-Drive 3.5, the drive that formats 1.44 meg disks for your ST (1.7 megs in extended format). At $240 it comes encased, along with a small PC board that is mounted internally in your computer. (Dealer installation recommended but not required; installation instructions are included.) They claim it's faster by at least 25% and will also format IBM PC AT/PS2 compatible disks.

Dream Park (801-943-4370) has also discovered a solution for those thousands and thousands of pieces of paper that mound up every night when dungeon gamers are mapping their routes through fantasy lands. *The Cartographer* is a utility designed for *Dungeon Master/ Chaos STrikes Back* addicts (and apparently if you play DM more than once you quickly become one). It maps your dungeons for you, showing the current state from your saved game. Runs on low resolution color monitors, which the two games do also, and permits you to save to disk all dungeon levels in Degas uncompressed format. Save time and eyesight and prepare to spend $9.95 for a program that will generate maps in black and white for clarity of printouts.

Exciting

One of the more interesting third-party products displayed at Anaheim last month was a 20 meg "floppy drive" from Omnimon Peripherals. (See Pat. Raymore's accounting of the Anaheim show elsewhere in the issue.) At a cost of $700-$800 for the drive it is initially pricey. But those of us who have seen and used a 44 meg removable cartridge drive find it somewhat exciting. The cartridges for the Mega 44 or the Toad 44 are expensive. Six or seven of them will equal the cost of the drive itself, and if you use 2-3 to back up your hard drive, that doesn't leave much for other stuff. But at $20 per "floppy," the chance to have "a collection" of 20 meg disks becomes more of a reality. There is all of your clip art on one. DTP and related programs on another. Your spread sheets and data base material resides by itself on another, and of course, one for games, etc.,.

Reverse Twist

Remember the anticipation and suspense as you waited for your favorite arcade game to be ported over to your new and mighty ST. You read avidly about how complex or how easy the process was judged to be and still time went by. Then we heard about the Hungarian atelier that was secretly turning out "ports" by the numbers and there was new hope as products began to appear. Now in the constant search for "new markets" Microprose, who received some acclaim for porting *F-15 Strike Eagle* from the 8-bit to the ST, has announced they will be selling between 8,000 and10,000 units of a new product before the end of the year. A new technology that brings "excitement and realism to arcade games." The first of the lot will be none other than *F-15 Strike Eagle* for the arcade trade.

Hats Off Award

Our latest award goes to Nathan Potechin. He has just returned from an Atari symposium in down under. He is at practically every major Atari show, demonstrating ISD's products, with emphasis on his DTP package, *Calamus*. The latter has just received a companion program, *Outliner Art* ($290), which is a sophisticated vector graphics generation program and text manipulation tool to be used with *Calamus*. (A review of it will appear in the next issue.) *Outliner* will convert *Calamus* vector graphic files into encapsulated PostScript, allowing you to import files created on *Outliner Art* into other desktop publishing programs on the ST, Mac, or IBM. He has also backed up *Calamus* with a 300 page book of hints, tips and tutorials ($35). Last year Nathan was seen cruising the south, promoting Atari and *Calamus*. Would that Atari had some of his marketing skills. Hats Off, Nathan!

Subscription Questions?

MOVING? Be sure to notify us of your new address. *Current Notes* is mailed 2nd class and will *not* be forwarded by the post office. Notify us as soon as possible of any change of address.

TIME TO RENEW? Check your mailing label. If you see 9005 on the first line, this means your subscription ends in the 5th month of 1990, i.e. *this issue*.

PROBLEMS? If, for some reason, you do not get an issue, or have any other problems or questions about your subscription, please contact us (703) 450-4761.

XE/XL UPDATE
by Len Poggiali

MS-DOS Computer as File Server for Atari 8-bit

SIO2PC

CN contributor Dave Lefly of Chicago, Illinois, wrote to inform me of a new product that uses an MS-DOS computer as a file server for an Atari 8-bit. According to the product's specs, the SIO2PC interface functions in two ways.

The hardware port allows the Atari serial bus to connect directly to an RS-232 port, such as is found on a PC. This means that the Atari doesn't need an 850 interface, and more importantly, doesn't need any communications software or drivers. The software part runs on the PC. It is an Atari disk emulator, with PC file I/O capability. With it, you can set up Atari RAMdisks in the PC's ram space. You can load these RAMdisks with files and data from your Atari, and you can save them to your PC's hard and floppy drives. Once you get your Atari software on your PC, you can boot the Atari right from the PC, without even having an Atari disk drive connected.

SIO2PC ... allows you to create one to four RAMdisks. Write RAMdisks to a PC disk file. Load the PC disk file back into a RAMdisk. Choose PC COM PORT #1 to #4 for the SIO2PC connection. Change RAMdisk ID numbers. You can choose from three RAMdisk sizes. You can format in normal density or DOS 2.5 density. You can use PC batch files to automate set-up of SIO2PC.

Nick Kennedy, SIO2PC's designer, also listed some future developments he has in mind. These include

...a remote control program for the PC. Suppose you have the Atari in a separate room from the PC. You set up the PC RAMdisks, then go to the Atari. Later, you want a different RAMdisk loaded into the PC. With this feature, you load the 'remote control' program from the PC into the Atari. Now, you can command the PC to save RAMdisks, load new ones, etc. This program is, in fact, now running and will be included, although I want to polish it some more.

Other projected developments are detailed in a letter Kennedy will send to any interested party. He is selling SIO2PC for $50.00. For $35.00, he will ship you the unassembled kit, which requires skill at soldering in order to assemble. Both may be ordered from N.R. Kennedy, 300 S. Vancouver, Russellville AR 72801, (501) 967-3843.

Dave Lefly considers the product interesting

...if, like me, you own a cheap PC-XT clone and have kept your old Atari for its superior color graphics and sound, but want to do more than play games with it. Adding a Milti I/O, XF551 and a second hard disk would be a neater solution--but for the difference in price, I can live with a certain amount of inconvenience.

What's New in Peru?

A while back, Peruvian contributor Augusto Rojo sent me copies of six games released for the 8-bits in Great Britain but not available in the States. Included in the package were four reviews, including one of a desktop program called Page Marshall.

The games were as follows:

Druid by Firebird Software--a Gauntlet-like shoot-'n-run maze game, which I have yet to figure out.

Speed Run by Red Rat Software--an attractively drawn but incredibly dull driving game.

Joe Blade--your mission is to infiltrate a terrorist hideout in order to rescue six kidnapped world leaders. As you travel from screen to screen (reminiscent of Castle Wolfenstein), you shoot guards, pick up goodies, and rescue hostages. From time to time, you will be presented with a screen containing a puzzle which needs to be solved in a given time. Otherwise, you are dead. Apparently, this is a fairly successful title, proof being that it is available on one of the popular game systems (and I don't mean the Atari 7800).

Rampage by Software Studios--in America this mega-hit is available for the 7800 but not for the XE line. This translation is not graphically stunning, but it does provide multiple screens containing city buildings, skyscraper-bashing monsters, and various enemies to destroy.

Draconus by Cognito (a division of Zeppelin Games)--as a mythical dragon/human/aquatic creature, your goal is to destroy a dragon that rules the territory. This contains one of those 100-screen, multi-level, cavern-like playfields (like *Montezuma's Revenge*). It's very well drawn and has an excellent musical score (like many British products), but adds nothing really new to the genre. Senor Rojo considers it "...a good game that can be challenging for two weeks or more)."

Tiger Attack by Atari--as Senor Rojo says, it's "...a cheaper version of *Flying Shark* ... with some restrictions because it was designed to be used in a one charge tape version .... The action is very fast and

furious, the scrolling backgrounds are ok and you can go more to the sides than in the original.... You also have the attack of the tanks, the ships and some of the multi-fire power. You can also use bombs. In this case, all the enemies on the screen (planes, tanks or battery ships) are destroyed." On the negative side, "...your plane and the enemies are crude player missile graphics.... Also, the game is short, and, if you are an expert shooter, you can probably finish in a couple of hours." The game recycles through old screens indefinitely, and there is no specific goal except gaining points.

Senor Rojo also mentioned that Zeppelin is expanding its support for the 8-bits with new titles such as Jockey Wilson's *Dart Challenge*, *Ninja Mission*, and Brain Clough's *Football* and by buying the rights for some of Tynesoft's older titles.

If you're interested in any of these titles, write to Miles Better Software, 219/221 Cannock Rd., Chadsmoor, WSLL 2DD, England for a catalogue. Some are available only on tape, so here's hoping you didn't unload that 1010 tape drive prematurely.

In a later issue, I will try to include excerpts from Senor Rojo's reviews of the game *Sling Shot* and the utility program *Page Marshall*.

One more note: Please don't write asking for copies of any of these programs. All are copyrighted.

Other News

While we're on the subject of software abroad, David J. Harris wrote me to say that an 8-bit version of Arkanoid is available in England. As David puts it, "...it really shows off the abilities of the old 800XL."

David also said that software pirating has reached epidemic proportions in Korea. He sent me a booklet containing hundreds of Commodore programs that can be purchased and a photocopied manual for an SSI game. "You won't find any 8-bit or ST shops to speak of," he reports. I don't know if that's good or bad news.

Another popular program not available in the U.S. is the Russian game *Tetris*. Ken Wickert of the Atari Computer Enthusiasts of Syracuse, NY tells me that there is an excellent *Tetris* clone available on Genie. It's called *Tetrix*, and it was written by Darryl Yong.

A Surprise Package

It had been such a long time since I'd received a package from Atari Corp., that I was shocked to find one waiting for me when I arrived home from work a few weeks ago. Was it a new piece of 8-bit hardware or some new XE game carts? Much to my disappointment, the carton contained three cartridges for the Atari 7800. Not willing to look the old gift horse in the mouth, I decided to try the three out.

The first, ***Barnyard Blaster***, is an exact duplicate of the XE version. Unlike the 7800 port of *Crossbow* (another XE gun game), which allows for control by joystick or the Atari light pistol, BB works only with the latter. Are light guns being sold separately in enough markets to warrant such a move? Certainly not in my neck of the city. As a result, only XE Game System owners who also have a 7800 will be able to play the game in the 7800 format. If Atari sells two dozen of these carts, I'll be surprised.

Jinks is an original title and quite an attractive one at that. You control a two-sided, triangular paddle across four horizontally scrolling playfields. Using the paddle, you must maneuver the ball (Breakout style) through each obstacle course. Hitting bricks and bonus objects will score points, while running your paddle into moving objects will shrink it or, on the second collision, will end the game. Fortunately, a damaged paddle may be restored by hitting a small, moving, triangular shape with the ball. Bouncing the ball into a pair of chomping teeth also will terminate play, unless you have earned bonus balls.

At the end of each level is a goal through which you must deposit your ball. This can be difficult but, if you succeed, you will be rewarded with an interlude screen. Here you choose your next level by guiding your ball so that it will fall into the appropriately numbered box.

The game's graphics, music, and sound effects are impressive. There even is some speech synthesis in the title screen. Also, each time you return to one of the four screens, play is more challenging.

I was pleased that the paddle moved up and down as well as left and right. This added mobility made the paddle seem more like a character than merely an object. Its ability to rotate, so that you might angle your shots differently, also was a plus.

A real drawback is that it is unnecessary to hit all (or any) of the point-scoring objects in order to complete a screen. What made *Breakout* and *Arkanoid* classics was the quick reflex/quick thinking required to knock out certain bricks. In *Jinks*, the bricks are secondary. What matters is getting the ball and your paddle through an obstacle course. That challenge, coupled with *Jink's* visual and aural appeal, make it a good game. Requiring that the screens be cleared of all bricks and bonus objects would have made it great.

The last cart, the arcade hit ***Commando***, is a vertically scrolling, multi-screen war game that has been available for so many other systems that it should be familiar to most of our readers. Suffice it to say, that if you like kill-everything-in-sight-type challenges, this one is first rate. The graphics flow smoothly; the joystick controls movement and firing fairly accurately; and the player who completes screens to see what's next will not be disappointed.

The Final Word?

On February 26 of this year, the A.C.E. of Syracuse held a one-hour tele-conference with Bob Brodie,

Atari Corp.'s user's group coordinator. Ken Wickert, A.C.E.'s 8–bit librarian asked the following question:

"What is the status of 8–bit computers? Will Atari continue to develop new 8–bit hardware and software? Will I be able to get my current hardware repaired or replaced by Atari?"

Brodie's reply was as follows:

Currently (as of today, I double checked before coming on line) the 130XE is out of production. We have no plans to develop new hardware or software for the eight bit. We will continue to make repair/replacements for the units that are already sold. I was told that we'll probably do a limited production of 130XEs to assure our ability to do that. The rationale for that is one of cost/price/performance. In many areas of the country it is possible to get a 520ST for around $399 (or less) with no monitor, built-in, double-sided disk drive, and DMA port, MIDI ports, serial ports, and printer ports. Compare that to the cost of a 130XE with an XF-551 disk drive, plus a P:R: Connector, or an MIO/Black Box unit to have the HD usage. Then, bear in mind that the ST is about 10 Times **FASTER** than the eight bit, and also has the MIDI ports built in. Those thoughts would lead almost any user to find that an ST is probably a cheaper unit to buy with more storage, and more speed than a comparably equipped 130XE.

(My thanks to the Syracuse group for allowing CN to print this.)

A HARD DRIVE IS A TERRIBLE THING TO WASTE.

For only **$9.95**, you can spend an hour downloading onto your hard disk from a library of over **10,000 programs**. Additional downloads are as little as **$4.80 per hour**. There are no surcharges for high speed access, no premiums for using *Tymnet* or *Telenet*, and no mandatory monthly minimums.

For more information, with your computer and modem dial 1-800-365-4636. Press Return twice. At *Username:* type JOINDELPHI and at *Password:* type CURRENT.

DELPHI™

Populating Hard Drives Since 1982

800-544-4005 • 617-491-3393

Announcing

Turn Your Atari into a Macintosh™

Spectre GCR

The Newest, Most Powerful Macintosh Emulator Available for Atari Computers

COMPATIBILITY:

- Reads and Writes Macintosh format disks with an Atari Disk Drive
- Runs the newest Mac software like HyperCard™, which need 128K Roms
- Uses Spectre Format or Macintosh Format Disks
- Hard Disk Compatible

Developed by David Small, the creator of the Spectre 128™

SPEED:

- GCR allows you to "plug and play" with Macintosh Disks in real time; no need to copy Mac Disks to Spectre Format
- The screen is 30% larger, and the overall speed of the Spectre is 20% faster than the Mac Plus

Suggested Retail: $ 299.95

Gadgets by Small, Inc.

40 W. Littleton Blvd.; #210-211 • Littleton, Colorado 80120 • (303) 791-6098 • Fax: 1-303-791-0253 Calls taken 8:30am - 2:30pm MWF

Macintosh, Mac, and Hypercard are trademarks of Apple Computer, Inc. • Magic Sac and Translator One are trademarks of Data Pacific, Inc. • Adobe Illustrator is a trademark of Adobe Systems, Inc. • PageMaker is a trademark of Aldus

The Anaheim Convention and Other Inventions

By Pat Raymore

Marketing a Convention

I love conventions. I walk around in a trance asking all the wrong questions and inadvertently crashing everybody's demonstrations. Shear exhaustion and food deprivation are the only things that cause me to leave.

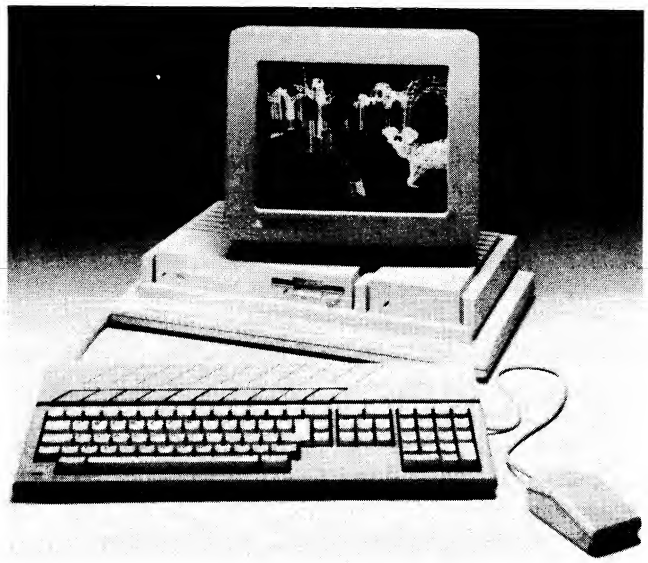
Would you believe that there was a hundred-yard line outside the entrance one hour after opening on Saturday. I am sure there were half as many more people attending the show than there were last year. Could it have had something to do with the free copy of *ST World* magazine sent out a week or so before the show. Oh, if Atari could only be so organized. I am positive that Atari has the more extensive list of interested customers. Is anybody out there?

The Premier Item

Now, let us get down to brass tacks, but please do not expect the Techno-babble from this user. As expected, the Atari stand had two TT's in plain view generating lots of interest and questions. It looked as if the thing had enough ports to worry the Pentagon. Coming are two models. The **TTD** which is the desktop version shown and comes without Unix. The **TTX**--which was not shown--apparently comes in a tower configuration a la work stations as seen in *Byte* Magazine. See the box at the right for more of the technical details. There were two monitors on display. The large paper white 1280*960 pixel black and white monitor could have passed for the famed Moniterm monitor for the Mega ST. In fact, it is. One cannot but be impressed by its expansive, and expensive, super sharp screen. Most desktop publishers were drooling. The other monitor, being color, was as good as our present color monitor only bigger.

The **TTD** looks modular, but don't be fooled. It is one solid molded unit like the Mega ST. The keyboard feels much like the Mega's but may be a bit softer. Looks are purely a subjective thing but I think the Mega looks sleeker.

After leaving the Atari booth I had the vague sensation that very little was nailed down as to what the TTD will have and what it will not when it comes to market. In short, I felt like Alice in Wonderland. By the way, the Atari representative I spoke with flatly denied that the TT had been released in Europe.



The TT
Atari's Best and Fastest.

TTD-Desktop model. TOS only. No Unix
TTX-Tower model. Space for multi cards, drives, floppies etc. TOS and Unix.

CPU:
Motorola's 68030 microprocessor running at 16 Hz.
Full 32 bit bus.
Optional 68881 16 Hz Math Co-processor.
2 Mb of internal RAM, can be upgraded to 8 Mb..
One internal 1.44 Mb 3.5" floppy.

Techno-babble:
512K ROMs.
VME bus with 3 slots.
Internal ACSI & SCSI buses with external connectors.
Asynchronous RSH 232 ports*2.
Asynchronous/Synchronous RSH 232 ports*2.
Parallel port.
MIDI in and out.
Mouse and Joystick ports in keyboard.
8 bit stereo with stereo output jack.

Monitors:
monochrome 1280*960, identical to the Moniterm.
color with resolutions 320*200, 320*480, 640*200, 640*400, and 640*480. Maxinium of 256 colors with a maxinium palette of 4096 depending on resolution.

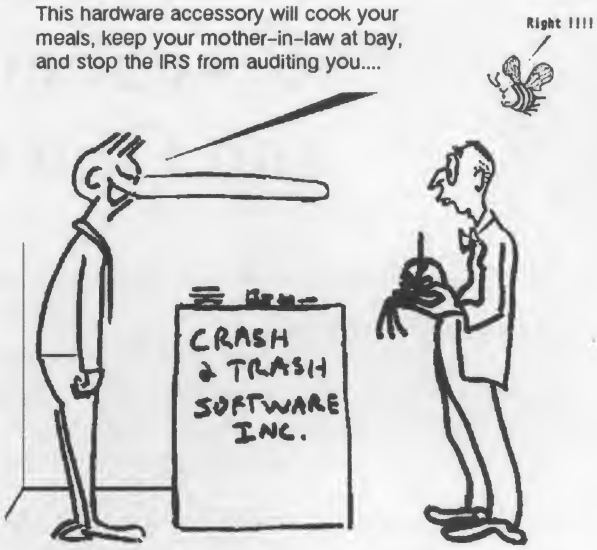
Migraph, who brought us *TouchUp* and *Easydraw*, demonstrated their relatively new handscanner on the Moniterm monitor. Cost of the scanner is approximately $400–500 which includes *TouchUp*. They recommended at least one megabyte (Mb) of memory in your ST and one double–sided drive. The scanner scans at 100, 200, 300, and 400 DPI (dots per inch). There are no plans for a flat bed version. Migraph does have a desk accessory that allows you to interface *TouchUp* nicely to the available flat bed scanner from Navarone. Would it not be nice if *Easydraw* had icons like *TouchUp*? Remember, you heard it here first.

The Mighty Moniterm

I kept tripping over my tongue as I passed the Moniterm monitors that were everywhere. With its paper white 91 DPI screen how could any application not look great on it. There were still plenty of stories concerning applications that just would not run on it. Could not some flexibility be built in so that a lot more software would run or is this a stand off?

Lots of Storage

There were lots of hard drives including the SyQuest's SQ555 and the Atari's Megafile 44 with their removable 44–Mb cartiridges ($99 each), but how would you like to store 20 Mb on a 3.5 inch floppy? Impossible, you say. Not at all. Omnimon Peripherals showed a disk drive storing 20 Mb on what appeared to be a regular floppy. Slipping open the protective metal revealed a CD like sheen to the floppy platter. What this little drive is doing is using CD "grove" for tracking while it continues to record data magnetically. The floppies cost approximately $20 each and the estimated cost of the drive should be in the ball park of an 80–Mb hard drive. This device has MIDI written all over it although I worry about how fragile this drive would be.



At the Imagen booth a Hewlett–Packard color ink jet printer spat out the picture of a beautiful Ferrari at 180 DPI. So? But wait a minute! It is a Mega ST running Ultrascript through David Small's Spectra GCR. In other words, *Ultrascript* in color for the Apple Mac. Could an ST version not be far behind? I only got smiles as an answer to that question. They are also working on an *Ultrascript* screen description language for Michtron's desktop *Fleet Street Publisher*. I am easily confused about all of this so do not ask me anymore concerning this matter.

The truly nice people from Mid–City Software in a huge booth allowed me to play endlessly with the hand held Portfolio and the STacy. I must admit disappointment at the Portfolio's small, no, miniature keyboard which makes it usable only for an elf. Here's looking forward to the Portfolio II with a larger keyboard, which may not be any time soon because I am told that they are selling like hot cakes. The Stacy was another matter. The deep ultramarine blue screen was very readable and its key action felt good. You could place your order but there were only the fully functional demonstration models available. It was shown in the configuration of one Mb of RAM with a double–sided disk drive. It will also be available with a 20–Mb hard drive. Plans call for it to be eventually available with 4 Mb of RAM and a 40–Mb hard drive.

A Smaller GCR

David Small and his creations, (including the Spectre GCR for emulating the Apple Mac), appeared there in force. He was his usual charming self. His device, Spectre GCR, is becoming smaller (no pun intended) and neater looking leaving me with a favorable impression. He has has been working on a 68030 chip upgrade for the STs which makes them extremely fast. Apparently, this project is well along. Whether it will be marketed or not depends on the bean counter (Sandy?).

There were dozens of RAM board upgrades for the ST but John Russell Innovations featured a single inline type that is, supposedly, easier to install. I have been rather apprehensive of plugged RAM boards ever since Cladine (my first 520 ST) died from such an upgrade. She required radical surgery, including removal and replacement of the memory management chip. She is now fine, thank you.

Widgets by Decker makes a device that will be a relief for owners of Atari's SLM804 laser printer. As owners all know, or will sooner or later find out, you cannot use your computer with your laser turned off and connected to the DMA, unless, of course, you don't care about your files on disk. Well, here is a device that plugs in between the controller and the computer allowing you to turn off the laser without disconnecting it from the DMA port. Say goodby to the noise and 300 watts (!) of power consumption for under $100.

A new host adapter from Sprokits Computer Products is able to fit inside the Mega ST allowing you the use of SCSI drives on the ST. For the uninitiated, that means using drives meant for the IBM world on the ST. It claims many advances including a low price, which is why most of us would like to connect SCSI hard drives to the ST.

Mention of one last piece of hardware from Ronsat Technologies, Inc. called *STonehenge*. It is a solid state disk drive kit with its own power supply. The operative word here is kit. It is 2 megs in size, interfaces via the DMA port, can be daisy chained, and has documentation and software.

Software

Here is an item for those who insist on using the ST for a coffee stand. It is a thin soft transparent type-throw cover and comes in sizes both for the Mega ST (keyboard) and the regular ST. Now for a few selections of software. First in line was *Quick ST II*. It was selling like hot cakes. It is a package of utilities that includes a software accelerator and desktop customizer. Branch Always Software claims the accelerator to be faster than the blitter chip. No problem. Faster than *Turbo ST 1.6* from Softrek? Okay. Faster than a hardware accelerator? Gee guys! But is it faster than all three? Now let us not get carried away. It is *Moniterm* compatible and, I hope, compatible with the majority of programs, since this is the type of accessory that could make your computer do strange things. At under $20 you can not beat the price.

Beckermeyer Development Tool's president patiently demonstrated his multi-tasking program on the Mega ST and Moniterm combination while we amateurs asked him all the wrong questions. Should you have a need for multi-tasking, it bears looking into.

Soft-Logik Publishing is working on an accessory that allows for printing *Ultrascript* from within *Pagestream*.

A new Software house premiered at the show. Sliccware's main claim to fame is yet to come but is called "priority-tasking." Is that like multi-tasking but different? I must admit to being quite confused. I will have to see this one demonstrated. They have a whole integrated set of software planned.

From 2-D to 3-D

There was a little noticed black and white program from Magamax called *Sketch* that could not decide if it was a paint or a 3-D CADD program. It was completely icon driven. It was faster than *Degas*, with lots of wonderful image manipulation tools. It painted in a picture up to 1280*1600 pixels large. What made this program interesting is the ease with which a 2-dimensional picture could be massaged into fantastic 3-D images.

I decided to leave the show after my feet gave out and I had to crawl up to the booths. You don't get a lot of notice that way, plus you get stepped on. Now there was more, but if I do not stop here I know Frank Sommers will be editing this disk with a demagnetizer.

Need more information?

Beckemeyer Development Tools. P.O. Box 21575, Oakland CA 94620. 415-530-9637

Branch Always Software. P.O. Box 2624, Station B. Kitchener, Ontario Canada N2H 6N2. 519-570-4340

John Russell innovations. P.O. Box 5277, Pittsburg CA 94565. 415-458-9577

Magamax. 1200 E. Collins, #214 . Richardson TX 75081. 214-699-7400

MiGraph. 200 S. 333rd St. suite 220. Federal Way. WA 98003. 206-838-4677

Moniterm. 5740 Green Circle Drive, Minnetonka, Minnesota 55345. 612-935-4151

Omnimon Peripherals. 1130-E N. Kraemer Blvd, Amaheim CA 92802. 714-544-7888

Ronsat Technologies. 368 Lexington drive, Buffallo Grove. IL 60089. 312-520-8003

Sliccware. P.O. Box 3417, Kirkland WA 98083. 714-527-7930

Soft-Logik. 11131 So. Towne Square, Suite F. St. Louis. MO 63123. 314-874-8608

SproKits Computer Products. 417B Foothill Blvd. Siute 381. Glendora. CA 91740. 818-914-2400

SyQuest Technology. 47923 Warn Springs, Fremont. CA 94539. 415-490-7511

Widgets by Decker. 2399 Palisades Crest Drive, Lake Oswego. OR 97034

Type-throw cover (don't know who makes it) contact; Mid-Cities Comp-Software, 9406 Flower St., Bellflower CA 90706. 213-867-8994

1990 Canadian Atari Users Convention

This Was No April Fool!

By Earl Hill and Patti Irwin

April 1st is better known as April Fool's Day. But the only connection between April Fool's Day and the Toronto Atari Federation (TAF) hosted Canadian Users Convention was the date. From the initial opening of the doors at 10:10 am Sunday (slightly delayed at the risk of a stampede from the impatient crowd) until closing time at 6:00 pm, we were treated to the premier Canadian Atari User Group show. Of all the Atari-specific shows we have recently attended, this one at the Toronto Airport Hilton was tops with respect to enthusiasm, new-products, seminars and excitement.

User Groups

The TAF group organized this show after the success of the original one-day Canadian show held in November of 1988 at the same location. As before, the show was made up of both User Groups and vendors. The show's sponsor, TAF, had their booth in the main room in the vendor's area. As you entered the lobby area you were met at the first booth by SAGE (Spectrum Atari Group of Erie) the only "international" User Group at the show, plus three Canadian User Groups, KWEST, LUST, and MTST. Since the ticket booth was also in the lobby area, this turned out to be an excellent location since it gave maximum exposure of the attendees to the user groups. Each group offered a wide selection of 8 and/or 16-bit PD software, T-shirts and much more. A special treat in the afternoon was the demo of a new 1040ST^{E} at SAGE's booth, courtesy of the purchaser, George Adamson, librarian of SAGE's sister user group, WACO, from Pittsburgh. People started to gather for the show at around 9:00 am, and you could just feel the anticipation from then on. Electricity was in the air, but, thanks to the electric utility company, not available at the booth in the lobby until about 10:40 am.

Into the Show

Now, what would it be like to go to an Atari computer show and be able to see nearly all the new products? Would you feel as if you were dreaming? Well, it was a little like that once you got inside the show entrance. There you were greeted by 37 exhibitors occupying 57 booths with a huge supply of hardware and software. It was just (for us from the United States) amazing to see STe's, Mega's, Megafile's, and other hardware piled almost to the ceiling.

Exhibitors ranged from some of the area's larger dealers to some of the newer independent software developers, but the biggest news, of course, was the hardware, not only on display, but for sale at the show.

As you walked around the booths, you were able to see the XE GS, the Stacy, the Lynx, and the Portfolio in large quantities everywhere. There were also many peripherals available for both the 8-bit and the 16-bit machines, including drives, printers, and modems. There were even some XM301 modems for sale. Did that bring back memories of just learning to use a modem? One of the best buys of the day was probably in the modem line. The SX212 was being sold early on for approximately $30. Needless to say, they didn't last long at that price.

A special feature of the show was the door prizes and raffles. In addition to the grand prize which was a Mega 2, Calamus, Calamus Outline, an SM124 monitor, and an Atari laser printer, raffle numbers were called during the day for prizes such as TAF memberships, Atari XE GS, and for software donated by the vendors.

Before we go any further, let us say that the 1990 Canadian Atari Convention was so large, so crowded, so busy, and so full of events that it was difficult for us to see everything. In fact, we have had to resort to "poetic license" from time to time in writing this report

since visiting the show was alternated with doing duty at the SAGE booth. Please excuse us if something, someone, or some vendor is inadvertently omitted or misstated.

The exhibitors, from both the USA and Canada, were Simple Software, ASDE Software, STOS Canada, JMG Compushoppe, Canada Remote Systems, Smart Screens, Water Fountain Software, Compuworld, Intrinsic Software, What's This? Inc., Micro D Distributing, Advantage Computers, D. (for Dorothy) A. Brumleve, Computer Software & Supply, Compustore, Unicorn Publications, Branch Always Software, SaveTech, Compuplace, Inc., Nice & Software, Riteway Computers, Strata, Simcoe Computer Centre, Saved by Technology, Gribnif, ISD Marketing and Atari Canada.

The Atari Canada Booth

Once inside, you were breathtaken by all the activity going on. Especially for us from the States, it was like being ushered into a well-stocked candy store. In the middle of the show, as always, was the large Atari booth, well-stocked with literature on the 1040ST^{E}, the Stacy laptop, the Megafiles, the CD-ROM Player and the PC clones. As in other shows, third-party products such as *Calamus* DTP and *DynaCADD* from ISD were featured. Large screen monitors to show them off were everywhere.

Atari also had a Mega 4 with a math co-processor and Turbo 16 board using Image Systems color video board connected to a NEC D5 multisync monitor running the newest version of *DynaCADD*. All of this was being printed on a Roland Size E color plotter. This was business computing at its best.

Vidi-ST, a digitizer which grabs video frames on the fly, was also displayed. And if you wanted to take a break, you could play some games on the Lynx. As a special treat, under the Atari Business Center logo, was displayed the full PC line of the "IBM" world of Atari.

The Portfolio and the low, medium (286), and high end (386) PC's were on display demonstrating their stuff. The only glaring omission was that there was no Atari TT and no Transputer.

STuff, STuff, and More STuff!

To risk repeating, the vendor area of the show was too much to cover in a short report. But it was here that you could actually BUY the items that were featured in the Atari booth. Some highlights were the CD ROM player at the Compushoppe booth; the Lynx, Portfolio, Megafile 60's; and yes, Virginia, the Stacy! at CompuPlace; STe's at Advantage Computers; the PC3 Clone at Compustore; plus other items such as large screen monitors, the Spectre GCR, PC-Speed, and the SuperCharger MS-DOS add-on PC emulator in a 1 meg version. It is extremely difficult to list even some of the eye-catching booths without neglecting others, but here are a few of them:

ISD was showing, to amazed crowds, their new *Calamus Outline Art* and *Convert 2X*, a new conversion program. *DynaCADD* was drawing lots of attention, as usual.

Michel Rochon of ASDE, who is becoming a regular at Atari shows, was demonstrating the latest version of his *Geography Tutor*. This very well designed program becomes even more important today with all the changes in borders taking place in the world. What better place to learn them than on your Atari?

Gribnif, another faithful Atari supporter, was there with their *NeoDesk CLI* released only a day before the show! *CLI* is a complete GEM-based command line interpreter (CLI) accessory for the NeoDesk desktop replacement package. *CLI* was written with the *NeoDesk Developer's Kit*. This kit allows you to write your own NeoDesk Accessories which hook directly into *NeoDesk*. It will be available directly from Gribnif toward the end of April 1990.

Something new to us was the STOS Canada Club. This club is a distributor of freeware and shareware for *STOS-The Game Creator*. STOS, of course, is the popular Basic language used to create professional looking game programs for the ST. It is even more powerful now with the addition of a compiler. STOS Canada has a full platter of services for its members.

One of the busiest booths at the show was that of Darek Mihocka and Ignac Kolenko. Their new company: Branch Always Software. Branch Always was featuring the latest version of their GEM speed-up program, *Quick ST II*. A new venture with them is *Quick Tools*, a collection of utilities. They

were completely sold out before the end of the day.

One of our favorite people, Dorothy Brumleve, was exhibiting her lineup of terrific Kid Programs. Dorothy's company is unique in filling an important gap in ST software with colorful, educational and fun learning programs for children from ages 5–11.

Nice & Software was showing their new Lantech. Lantech is a fully functional, affordable, 10 Megabit local area network for Atari computers. The Lantech network is reportedly 10 times faster than SGSnet. It allows networking up to 64 computers, with access to any disk drive or printer on the network. This is a product we have all been waiting for!

Nice & Software was also showing the latest version of the very sophisticated *Cricit*, Bar Code + Plus. *Cricit* is an integrated Cash Register & Inventory Control package. New for it is *Terminal 2* software. *Terminal 2* allows you to tie a second ST/Mega sales terminal to a master Bar Code + Plus system via a MIDI cable. Up to six registers can be connected with the Lantech 10–Megabit LAN.

Although we may be showing our prejudice, we are saving for last what we consider to be the most innovative new series of products for the ST. These are from the creative programmer at Water Fountain Software. The first of these is *VideoText*, a unique, filled–with–features, screen titler for Genlock. The second is *LekoLeko*, a design tool for the professional real theatre lighting designer. You would have to see this product to believe it! A summary cannot possibly do justice to all its features. It is a light processor analogous to a word processor, and allows on–screen control of lights, schedules, light positioning, following spots, macros, schedules, shop orders–the list goes on and on. If you have any interest in this field, this is the product to look at. Depending on its acceptance, Water Fountain has two further products incubating––a version of LekoLeko for TV and one for Video.

The Icing on the Cake

Technical seminars are the icing on the cake for Atari shows, and this one was no exception. Here is where those wishing to learn more about their computers and related products can be found. The seminars went from noon on, and featured such experts as Dave Thomas, Eric Rosenquist, Darek Mihocka and Rick Flashman. Space restricts any in–depth discussion of them, but I have listed the titles in the box below.

Toronto Atari Federation Technical Seminars

- STOS-game creation on the ST - Dave Thomas
- Hyperlink-Hypertext - JMG Software
- Quick ST II - Branch Always Software
- Stalker-Steno - Eric Rosenquist
- Pushing the Atari 8 Bit to the Limit
- Video Text-Video-Titling - Water Fountain Software
- Neodesk 2.0 - The Desktop Alternative - Gribnif
- The Atari Macintosh...Spectre GCR
- Neodesk Continues...
- Atari ST Basics...Tips and Tricks
- Intrinsic Software - Dave Lewis
- The XEGS vs Nintendo !!!
- Music and the ST
- Turbo 8-16 by Dataque
- PC Emulation on the ST
- New Text Editor for the ST - Micro D Distributors

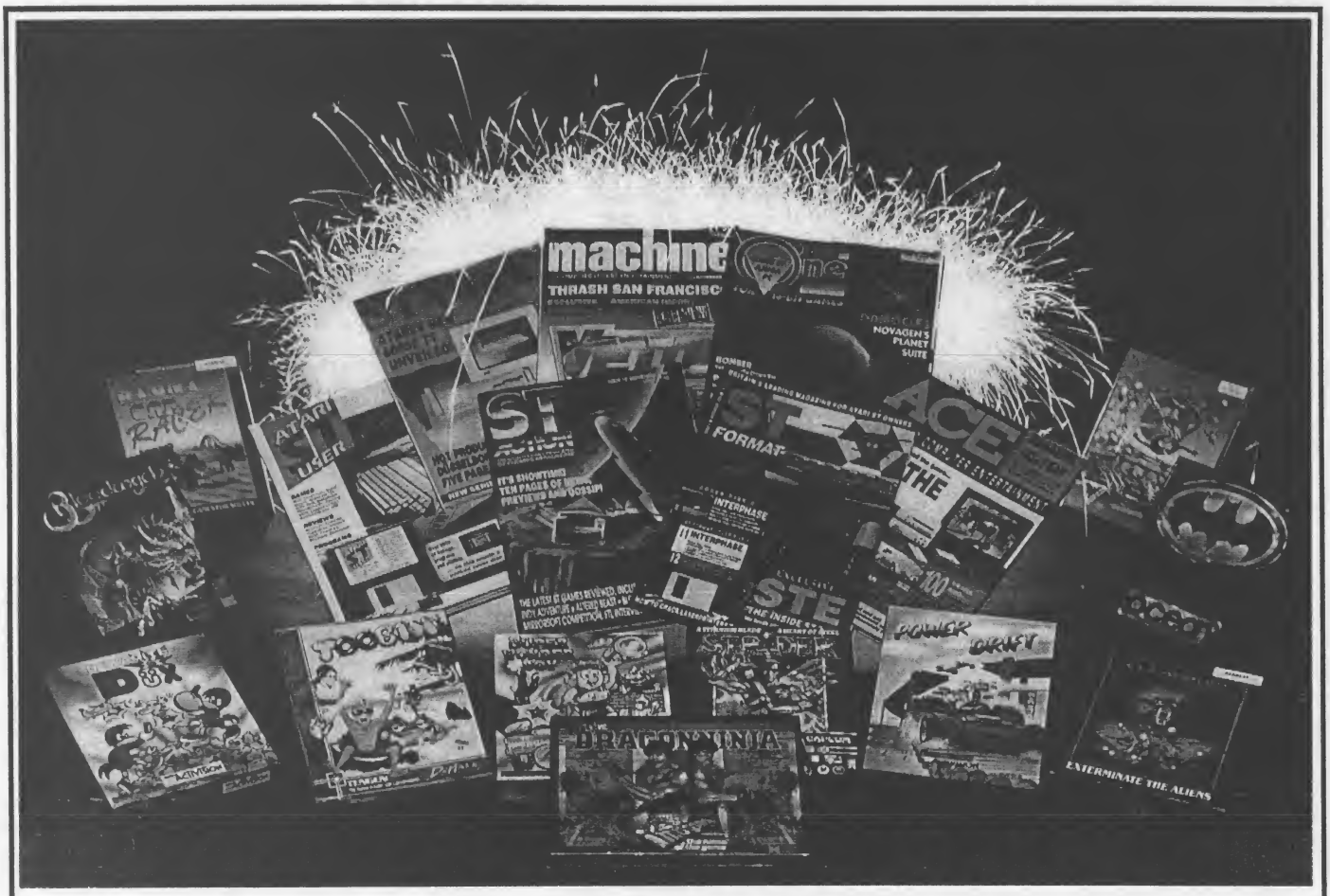
"Pushing the Atari 8–Bit to the limit" was an interesting display of an 800XL souped up like an Indy racer, with 512K RAM, a Turbo 816 Board, and a Multiplex Cartridge Board.

Pulling It All Together

In conclusion, we feel this year's show was an exciting gathering and an even bigger hit than the First Canadian Atari Users Convention. It takes an awful lot to put together a show like this, doing such things as assisting the exhibitors, printing the programs, registering the visitors, selling advertising, generating publicity, running the raffles....the list is endless. Mike Searl, President of TAF, and all the people who helped him should be congratulated for their efforts that went into making this show a resounding success. Mike Searl said that attendance was over 1800. The grand prize winner was Mr. Bill Moolenbeek from Hamilton, Ontario. A very happy man was he when he picked up his prize the weekend after the show!

Attendance at a show such as this is an exhilarating experience, being involved in the hustle and bustle of the show, meeting old and new friends, and seeing all the new Atari products that one has only read about or seen pictures of. This show was significant in that it demonstrated that Atari Canada is a real presence in the field. Alive and kicking would be an understatement! The support of Atari Canada in the presence of Geoffrey Earle and Atari USA in Bob Brodie was important. From the winners of the raffles to the vendors to Atari Canada itself, everyone was more than happy with the outcome of the show. Atari Canada commented that the results were beyond their belief and that they were ecstatic with the outcome. We can only hope that a repeat performance is in the works for next year.

As a special note, *Current Notes* magazine was introduced to our Canadian neighbors through a combined effort of Current Notes and SAGE User's Group. The two issues available sold quite well. It was a little surprising that so many people in Canada were still unaware of its existence, but this can be expected to change as the word spreads around.



SIZZLING SPECIALS

NEW GAMES

Dragon's Breath	35.
Midwinter	35.
Drakken	35.
Fire Brigade	35.
Sim City	35.
Austerlitz	35.
Conqueror	32.
F29 Retaliator	32.
Black Tiger	32.
Tower of Babel	32.
Ninja Warrior	32.
Continental Circus	32.
Rainbow Island	32.
Jack Nicklaus Golf	32.
Full Metal Planet	32.
Oper. Thunderbolt	32.
Hot Rod	32.
X-Out	32.
Stryx	30.
Supercars	30.
After the War	30.
Crossbow	30.

MAGNUM 4-PACK

Operation Wolf
Double Dragon
Afterburner
Batman

only $38

TRIAD VOLUME 3

Rocket Ranger
Bloodmoney
Speedball

only $38

AMERICAN DREAMS

Operation Neptune
Hostages
Super Ski
Bubble Ghost

only $35

SUPREME CHALLENGE

Sky Chase, Lancaster
Sky Fox II, Eliminator
Strike Mission Harrier

only $38

SUPER SPECIALS

$15 Each

Barbarian (Psygnosis), Outlaw, Captain Blood, Starfleet 1, Outrun, Sinbad (Cinemaware)

UK MAGAZINES

ST USER w/ disk	$8.
ST ACTION w/ disk	$8.
ST FORMAT w/ disk	$8.
ST WORLD	$5.
ACE	$5.
THE GAMES MACHINE	$5.
THE ONE	$5.

Yearly Subscriptions Available:

Magazine With Disk	$95.
Magazine Without Disk	$80.

Includes all Shipping and Handling

C.O.D.'s add $6, other orders add $4 shipping & handling.

SIDELINE SOFTWARE

840 N.W. 57th Court - Ft. Lauderdale, Florida 33309 - (305) 771-2161

IMPORTERS OF FINE EUROPEAN SOFTWARE

VISA **1-800-888-9273** MasterCard

FAX (305) 772-0334

First Sydney Australia Atari Show

by Jon Clarke, Auckland, New Zealand

(Reprinted courtesy of Z*Net Atari Online Magazine, Issue #511)

How do you describe the first ever Atari specific show in the South Pacific in a few words? Well, things like "amazing stuff," "fantastic presentation," and "wow" come to mind. After years of not having an Atari presence in both Australia and New Zealand computer shows, it is good to see them back at the fore-front of technology Down-Under. I found out about the Sydney Atari show last Thursday night, two days before it opened to the public, and two and a half thousand miles and one country away from here. So it was off to the travel agent to book a few Air tickets and at 7:30 Saturday morning our plane touched down in Sydney. The venue for the show was the Queen Victoria Centre. A loverly old building they have renovated, with 4 levels of shopping for mum and the kids, while you slip away to level 3 for the Atari show. You couldn't help but notice the Atari show as 70% of all the shoppers in the Queen Victoria Centre had little plastic bags with the Atari Fuji symbol on them.

From the time you stepped out of the lift, (or climbed the stairs) the Atari people were always on hand to help. The reception area was filled with videos playing exerts on Midi, desktop, and the STE. Once you registered and walked into the show, you were breath taken by all the activity going on. It would have taken very little time to do a circuit of the show, but it took me and most people over an hour the FIRST time. There was so much to see and participate in, from hands on demo's to listening pleasure from live bands using midi.

From the entrance to the pavilion you could see people all huddled over some ST's, so off I went to see what the attraction was. Well, it was the new STE's doing their stuff in stereo sound and full living colour. Atari-OZ have done some amazing demo's for the STE. Five in total. The one I loved was the stereo sound and graphic demo, which was linked to a 'Roland' sound system on which the STE controlled the sound output. Have you ever heard a Kookaburra (a native Australian Bird) at 100db of sound and in stereo. Real mind blowing stuff. In fact, all the STE demo's were of a very high standard indeed. This is the first time most of the Atari users had seen the STE and the Atari reps were being inundated with questions. The STE will be in general release down-under by the time you read this.

This then lead me to another group of people all looking at a large colour monitor, and all in laughter as the guys from ACRE Industries demoed the first Australian made *Genlock* for the Atari ST. They had the video camera focused on a chap sitting on a chair and they were doing all sorts of things to the guy's image on the video screen with *Cyber Paint*. The effects were humourous, to say the least, and a real crowd pleaser. The Genlock, Acre has designed will work with both American (NTSC) and Australian (PAL) TV systems, and at a retail price of under $AUS900 it will be a winner for them. I loved the *Cyber* animation with realtime video , the world of desktop video is truly here.

Moniterms! They were everywhere doing their stuff, from *Calamus* to scanning to word processing. In the third party suppliers area there was a group of hard core DTP people being blown away by *Outline*, and a strange voice coming from within. <Kiwi's notice these things.> This was Nathan from 'Ditek', 'ISD' demonstrating *Calamus* and *Calamus Outline*. Needless to say, the crowd was amazed at the quality of *Outline* and a little birdy told me at the show, that the first order of *Outline* was sold out by Saturday. Having read the reviews and seen the conferences on *Outline*, I was very impressed to see what it did. But, alas, I have an US ST, and they only had the UK software at the show. These shows really bring home how small the Atari world is becoming as across from the *Outline* booth was the A.C.E NSW User Group booth, with members, and other clubs from all over Australia, including John Hutchinson who is currently working in Australia. A.C.E NSW (New South Wales, a state of OZ) were doing demo's of the ST, along with Norm who runs the largest PD library in OZ, based in the state of South Australia. Now opposite this were some of the star attractions of this show. An Atari TT 030/2 and a Transputer. The ozzies had a demo they wrote running on the Transputer, with outstanding quality. No wonder these are called graphic work horses! Release date of the TT is to be in May/ June and the same for the New Transputer.

You can't go to a show without getting involved, right? Well, come hell or high water there was no way Mum, Dad and the kids could get past the Lynx booth. There was this humungous sign introducing the 'Lynx' and a chance to win a free 'Lynx' if you got the high score on *Blue Lightning*. Well, here I was with all the others doing a few practice flights, when the call to arms came and we were off. "Well, this little hand held game machine is sure a winner," I thought, as I zoomed around the screen. Then all of a sudden our five minutes were up and with a score of 14,410, I was happy enough. The winner of the

Lynx had a score of over 48,000 in just five minutes playing time.

Next to all of this came the IBM world of Atari, from the Portfolio to the big grunters, all demonstrating their stuff. I loved the Portfolio area and was surprised to learn that the Australian users have been developing a lot of software. Available now is a program called *Timelog*, and is a must for professional users of the Portfolio. This is a complete time management/recording system, and will eliminate the need to fill in manual time sheets. Along with this there have been some programs written to do Meter reading, barcode reading, and with several other programs under development for a "Fast wire" type program called *Mac-slave* and *ST-slave*. Available later this year will be *GWbasic, Laplink, Crosstalk, Word Perfect, Lotus Express*, a Financial Calculator, a scientific calculator, DOS utilities, and a few games like *Chess, Backgammon, Tetris*, and *Golfing* with Greg Norman.

Down this part of the hall were all the other demos of STE's, ST's, Clones and the likes doing everything you can think of. In the middle of all of this were Lucas and Joe from Austec, a large Atari Dealership from Melbourne in the State of Victoria. They had the Spectre GCR doing its thing on the large screen. Needless to say, the MAC owners were in awe at the sight of this. Austec were one of the 3 booths with the CDAR504 CD-ROM players, and had some ST public domain CD-ROM's on display. They also had their own hard disks running, one they manufacture themselves, a very nice neat little package.

From here we headed into the Midi area of the show. This was by far the loudest section of the whole show with 'Roland' demonstrating their little boxes of tricks that gave the impression the Sydney Philharmonic Orchestra, to machine guns, to 10,000 people clapping hands enjoying their favourite Pop group. Well, not to be outdone by the USA show's, Atari-Oz arranged for Simon Lloyd of 'Ice House' fame to be on stage most of Saturday for live midi demos, playing their hit music. Wow, it was like being at the concert. Then on Sunday they had 'Sirocio' playing live using midi. I was speaking to Allen from the 'Roland' booth about optic drives and the likes, and it seems the in things in OZ at the moment are the 'W.O.R.M' drives, and it is not unusual to have over 1 gigabyte of storage for their sound samples. 1 gig! Jeeze, we are in the wrong computer field, guys. The music from the Atari Machines including STacy, and the live stage were out of this world, and could have been the whole show in itself. Yes, that's right STacy was there in several booths with the midi guys and all of us drooling at it. I thought it might have been a little smaller than the T1200 I am writing this on, but, no, it was not to be. Nevertheless, STacy will be on my Christmas shopping list, along with 70% of those who attended the show. The guys from Electric Factory had Stacy hooked into their midi equipment. At the same time Phill from Grass Valley (from Western Australia) had one on his stand running that popular program Neo-Desk in demo mode.

Not be out done by the Midi booths there was a little booth next to the stage that nearly floored me. After going to this show I have come to the conclusion Australian programs and programmers are the WORLD'S BEST KEPT SECRET. Here was an ST with a colour monitor and a CD-ROM. Not too much to see equipment wise, but by the time you fought your way through the crowd you were presented with Australia's first CD-ROM program. Called 'Sound Scope' you can listen and what is more important learn about an orchestra, or individual instruments, or even play your favorite compact disks. The graphics interface has to be seen to be believed. When you are in the orchestra section you see the Conductor leading the sections of the orchestra. When, say, the horns section is playing, they are highlighted. It is like being in the balconies in Albert Hall, in fact, if you close your eyes you may even feel you are there. This also supports full Stereo and will even run on Stacy, this is really amazing stuff.

In conclusion, I feel the show was by far the best show I have seen in our part of the world, and Atari-Oz should be congratulated for their effort that went into the show. The next show will be the Bits'n'Bits show here in Auckland on April 26th of this year at the Auckland Expo Centre. This time Atari-NZ will have a booth and be strutting their stuff.

Items on Display

Atari 520/1040STE.	Shipping Now for Australia/New Zealand
Atari STacy	Shipping 1990
Atari TT030/2	Shipping May June 1990 for Australia/New Zealand
Atari Transputer.....	Shipping Later 1990, although in limited release
Atari CDROM.....	Shipping Now for Australia/New Zealand
Atari Megafiles	Shipping Now
TOS 1.4 Rainbow ..	Shipping Now for $AUS199 and $NZ199 fitted
Atari Lynx.....	Shipping Now
Atari Portfolio.....	Shipping Now
Atari PC range	Shipping Now
Moniterms	Shipping Now
Hawk Flat Scanner	Shipping Now
ISD's *Outline*.....	Shipping Now
SoundScope.....	Shipping now
Timelog.....	Shipping Now
AGS-20 Genlock ...	Shipping Now
STE Demo's.....	Available soon from ATARI-OZ look on GEnie.
Transputer Demo ...	See Atari Australia
Roland-midi	Shipping Now <great gear>
Music Publishing...	Shipping Now

Plus much much more...

Mac's England

(c) 1990 by David Troy

Hi! Last time I told y'all I would be going to London over my spring break--and I did, too! It was really nice. Let me tell you everything I did.

Mac's Headroom

A major ulterior motive in going to England was to visit my seventh and eighth grade French and English teacher, who's living in London now because her husband was stationed there. He's a Captain in the Navy. They have had a Mac for about five years. I love them anyway. I think they chose the Mac because of its ease of use, and the general polished presentation that Apple affords it.

I was pushing an Atari on them years ago (unfortunately, *after* they already had a Mac 512. I borrowed their Mac to transfer my very first Finder for my Magic Sac). Unfortunately, I think the total vacuum that exists around Atari's computer-oriented reputation, plus the clear and very scary Scotch-tape and patchwork mentality which burned so vividly in my eyes made them think twice about actually *utilizing* an ST. How much duct tape would they need to actually finish a task? Is there enough software? Does Atari support it? Not invalid points, admittedly.

So that was, oh, five years ago. 1990: Their Mac 512 has become quite senile in its old age (it's those darned GCR drives!) and they have purchased a Mac Plus. But, they are going to leave their Mac Plus with their church (for doing newsletters) when they return from London. Jeff and I, of course, had a little discussion about what he should buy next. A Mega 4 played prominently in discussions. Is this because of Atari's superb and dominant presence in the UK? Could he do anything other than to succumb to the Tramiel spell? Am I a great salesman? Is he sick of his Mac? Is his mind more open now? Well.... yeah.

London Calling

I awoke my first whole day (Saturday) in London with specific goals. Our family had decided that we would go shopping Saturday and Monday. Saturday would consist of me going computer hunting. Monday would find me UK releases of 10,000 Maniacs singles not available in the US. Saturday's finds are more appropriate for this column, I think. (Write if you're a 10,000 Maniacs fan, anyway.)

I asked Jeff what he thought the overall deal was with computers in Britain. He said he thought I'd be surprised to see how "far behind" they were. That surprised me a little to hear him say that – this is a guy whose opinion I trust and it made me stop and think a little about what I was going to see.

After a bit of observation, I later postulated that, in general, the "mindset" has not been created there – thus, there appears to be no real focus, and no real "progress" as a population. These are highly subjective judgments.

The "mindset" I'm referring to is the whole "IBM & Clone" ideology which has become so prevalent here. While it is detestable that we have created a couple of generations of computer "followers" (as opposed to the individualistic, thinking leaders that we Atarians are), the homogeneity in the *numbers* of the computer industry has boosted connectivity and development in that homogeneous segment tremendously. The sheer economic incentive has made possible a wide range of networking protocols, solutions to large scale problems (both obscure and common), and a ton of PD & commercial software and hardware to fill in any remaining holes. Even with the secondary and tertiary forces of Mac and *other computers*, the PC world as a center of mass has provided connectivity and a lot of solutions which bridge between these machines and that PC world. So, while perhaps for the wrong reasons, the facts are that in the US there is a *majority vote* in the computer market – which happens to be the IBM PC & its friends. In Britain, as near as I can tell, there is no majority. This seems to lead to open minds, great individuality, a lot of fun, and not a great deal of work getting done.

Not that this is bad. It's just different. There's no one totally dominant computer brand. Many of us were lead to believe, by all sorts of reports and rumors, that Atari was the absolute best selling computer in Europe. All other computers paled in comparison. In Europe, you could select from a scrumptious smorgasbord of software and hardware. Atari even *advertises*. These are still rumors.

Paradise Lost

In England, and in Europe as a whole I suspect, people have somewhat tighter wallets, and much less fear about buying the "wrong" machine. This leads to a terrific proliferation of ST's, eight bits, Amigas, Amstrads, BBC Computers, Sinclair Spectrums, and PC Clones. Computer stores, as a whole, tended to carry

software for at least the Amiga, possibly the ST, and maybe the PC or Sinclair as well. But the ST is not *the* machine. It is *a* machine. Let me describe a couple of random samplings of retail outlets in England.

My first day in London, as I said, I wished to find ST stuff. I have been told by a customer of mine in England to stop in the Silica Shop in London. It's over on Tottenham Court Road. A lot of computer places are there. When my father and I emerged from the Underground we walked in the direction which we believed would bring us to the Silica Shop. We passed a Virgin Records Superstore. It looked interesting. I went in.

They had a ton of Amiga software, ST software, and even a large selection of eight bit software--much on cassette. I had seen almost all of this software in the US--or in catalogs, and none of it seemed more exciting than I could handle. OK. So ST stuff was real. This store, though, went on and on. They sold records and CDs. They sold books. They sold videos. This was a bonafide superstore--then I figured out what was going on. Virgin Records, whose recording label you might have heard of, owned this place, as they own Virgin Mastertronics (their software producing wing). They operate an airline as well. So here's a real company who's actually standing behind the ST and eight bit in a real way--by making and selling software for it. Neat.

We continued down Tottenham Court Road and wandered in the Silica Shop. This was a nice little store, with game software, Amiga 500's, and 1040STe's set up on the ground level, and Atari Mega ST's and Atari PC3's and PC4's upstairs. The first thing I noticed when I went in was that they had a nice, full color, fold-it-up-insert-tab-A-into-slot-B display for the Portfolio--something I would love for my store. It clearly was a production of Atari UK--not our beloved Atari US Corp, with the price for the Portfolio listed as 249 Pounds. Bummer.

I quickly went to the STE, and asked the salesman if they had any software which supported the extra-swell features. I figured I had been hearing about the thing for so long, I should at least get a chance to see what it can do. The answer was, "No, that's all we have." Wonderful--I come three thousand some odd miles to get apathy. I could have gotten that at home. Well, OK. I observed the STE a little--checked out its ports, said "wow" and went upstairs.

Up there I spoke to a very nice gentleman, John Robinson, a "Senior Business Sales Executive" for Silica. We talked a long time, about Atari, *PageStream, Calamus*, Mega STs, Atari PCs, and their serial number nine SLM804. It was fun. He said that Atari was basically the same goofy company there that they are here--that they don't advertise, and lack support. Apparently, a whole users' federation had just sent a big petition to Atari UK, asking for more support. I told him it was worse here. At least *they* got Portfolio cardboard displays!

I saw a Supercharger. It worked. Apparently, Stacys had been released there, but everyone had sold out of them, and nobody could recommend a place I could see it. I guess I'm glad they're selling well! I got spec sheets on all of their PC products--their 286 and 386 based systems. I got Atari UK produced brochures on the "Atari Range of Business Systems," which pushed the Megas, surprisingly enough. Cool.

The 63.25 Pound Repair

I went back downstairs afterwards, and a man was bringing in his 520STFM for repair--it was a very strange scenario for me because I had been in this situation so many times with my own customers. The goofy salesman plugged it in to their setup. The claim was that the mouse pointer wouldn't move. First, they tried his mouse on the store's machine. It worked. SO they figured the trouble was in the guy's 520. They plugged it in, and the mouse pointer didn't move, just as reported. The sales-creature said, "That will be 63.25 to repair," in a very quick, but polite, British accent.

I, at this point, was standing behind the two of them, watching. I said, in a very American accent, "Ya know, I could probably fix that--if you have a philips head screwdriver and a pair of long nose pliers, I think I could fix it in about a half hour--or at least tell you what's wrong. See--I'm an Atari dealer and technician in the US." I felt a bit like Superman at this point, or a bystander saying, "I know CPR." They agreed that it would be great if I could look at it--they were very busy and would just as soon deal with other customers. So, I was presented with a miniature philips/straight blade screwdriver combo with which to disassemble this 520. No pliers. Great! They obviously do on-site servicing! At least I could have borrowed their chainsaw!

There was no keyclick on this machine either (the OS registered no input from the keyboard)--leading me to believe that the keyboard CPU was cooked, or had perhaps come loose in its socket. I reseated the keyboard CPU, and there was no change. So then, I figured I would inspect the motherboard for possible irregularities, which required the removal of the RF shielding with nothing more than a little stubby screwdriver. This is no small task! (Call if you'd like me to remove shielding at a party sometime--it's a neat trick.) I reseated most of the stuff on the motherboard --especially the ROMS and GLUE. Still no change. So, I said unto myself, "Self, the problem is probably either A: the 6850 IC, which receives the keyboard signals (and lives on the motherboard), or B: the keyboard CPU, or C: something in between the two." I wrote this down, with part numbers, on one of my business cards, and reassembled the machine. The poor guy still

had to pay 63 and a quarter Pounds to get this thing repaired--it was probably only a $30 repair anyway ($1.65 US = approximately one Pound). It kind of made me sick at my stomach. And the people ignored my diagnosis. It would have saved them a lot of time to have at least looked at it. I guess that's just the way things are sometimes. Sigh.

Many London stores carried the ST--a couple of pop-electronics stores I went into featured them prominently. Even Selfridge's (the famous department store) had STs (their computer department was operated as a division of the Silica Shop.) Most places that carried STs had the "520STfm Power Packs" which include the 520STfm (CPU with built-in drive, for those of you who don't know) and several games. They're packaged in a funky, loud wrapper with all sorts of pictures on it and 399.00 Pounds plastered on the side. These have no monitors, since they can be hooked up to a TV.

I don't think, in general, that this kind of package would work too well here--even though it is apparently on the books. Atari is such a no name company, with such a weird reputation, spending $400 on a computer which can essentially only be marketed as a game machine is a little bit too much to ask of the typical lobotomized consumer. The British don't seem to be as negatively polarized to Atari, and they don't see the conflict in spending 400 Pounds on a game machine and an excellent computer in one. No one here would feel comfortable doing word processing on a TV. Of course, the resolution is better on British TVs as well--PAL (their standard) has 625 lines on a screen as opposed to the American NTSC with 525 lines. Maybe it looks nicer. I didn't get a chance to see.

The Portfolio and Lynx were both available at shops in London. There was one place which was selling the DIP version of the Portfolio. (For those of you who are saying, "Huh?" the story goes like this: Atari is manufacturing the Portfolio based on a design done by the British firm DIP. DIP did the hardware and software.) Accessories for the Portfolio were available, too, but nothing you can't get here. They didn't have the 256K memory upgrades either. Bummer.

More British Empirical Evidence

As I was writing this column, a nice man stopped in my store. He was bicycling by, and he wondered if, perhaps, we carried Atari software. Well, we did, and he was amazed. He was from southern England, and apparently had had quite a lot of trouble getting software there. He said, "Nobody stocks them!"

I thought that was kind of strange--I had just been there and it seemed like they were easy enough to find. He said that the BBC computers were the most popular--something I hadn't even considered. Apparently, they're what's used in schools. He said that Amstrad (mostly making PC clones) would probably be second most popular, with Atari and other brands following. Go figure!

So, while Atari support seems to be OK in London, I think, as a whole, things are just about as screwed up over there as they are here. Atari UK seems not to be markedly more dedicated to reality than Atari US Corp. We mustn't forget that the quantity and variety of software seems to be a little bit greater. And the lack of the FCC brings all sorts of taboo Atari products to market far sooner. But, on the other hand, the Silica Shop was about to receive its first shipment of Spectre GCR's when I was there--something we've had for quite a while now. Apple, though, seems to be practically lost in the noise compared to other machines--I noticed very little pertaining to the Mac there. Jeff said he had trouble finding Mac stuff.

Wedgwood and Sheep Near Misses

I've been to England before, so a lot of the prerequisite touristy things one does in London had already been taken care of on previous trips. The time that was not spent chasing down STs was filled largely with terror and wonder.

Sitting in the left front seat of a British car, with your poor father adjusting to driving on the left is not necessarily the best thing for your sanity. There I am, sitting where the steering wheel ought to be, being scraped up against ancient city walls, sheep, fences, and roadsigns. I think, "I'm sitting where the steering wheel should be--I ought to be able to control the car." But no--it's a sorry feeling when you realize you're doomed by someone else's maniacal driving. My dad just can't quite get comfortable with the whole "left" thing.

It doesn't help any that the Brits apparently haven't invented cloverleaf interchanges yet either. My father, who once spent a half hour trapped in Washington's DuPont circle, was forced to deal with the British "roundabouts," correctly pronounced "slingshot traffic circles from hell." You'll be going along an interstate-type highway, and then be swung into this ring-of-evil, and forced to choose among five or six obscure town names which appear nowhere on your map. "Do we want Nether Poppleton, Ripley, or Wooton Wawen?" We just circled these things until we took an educated guess, usually based on instinct. Very scary.

So, in between bouts with death, we went to various interesting places--the Wedgwood pottery factory, Stratford-upon-Avon, Stoke-on-Trent, York, and the lovely Lake District, where Wordsworth and a totally opium-stoned Samuel Taylor Coleridge hung out. Very nice. The Ironbridge Gorge museum, which outlines the growth of the industrial revolution in Britain, used an Atari ST computer to control a slideshow. But hey, the TVA uses Ataris in their museum in Chattanooga, Tennessee, too. So is that representative? I don't know.

Well, I will be back next month, talking about somesuch insane thing, and I'd hope you'd send your questions. There were no questions answered this month, due to the special coverage of the Olympics. But next time, fer sure. (As soon as there are more than one or two questions, they will be answered!)

Again, don't forget my special offer from last time, which is now my standard policy. Send me a question, and I'll answer it, AND send you a coupon to receive the Current Notes PD disk of your choice. Remember, there are a lot of ways to reach me:

Phone: (301) 544-6943, FAX: (301) 544-1FAX
MAIL: David Troy, 556 Baltimore Annapolis Blvd.
Severna Park, MD 21146
GENIE: Toad-Serv., Compuserve: 72470, 1605
Bitnet: dtrojh@jhunix.hcf.jhu.edu

If anyone has any comments or questions about European ST stuff, feel free to contact me! I'd love to hear whatever you have to say. Also, my friend Bob Johnson just got back from Helsinki Finland, and I think he is writing an article similar to this one describing ST-dom in Finland. So, between the two of us and our contacts, we ought to be able to answer just about any question. Well ... at least a few ... See y'all next time.

THE ELECTRONIC CLINIC

* **ATARI 8-BIT Software------**
  Many Titles in Stock
  BEST Prices in Town.
* **BUY, SELL, TRADE Used ATARI**
  Hardware and Peripherals.
* **AUTHORIZED SALES on All ATARI**
  8 & 16-Bit Products.
  We also sell PC-Compatibles.
  Prices start at $500
* **AUTHORIZED Service on All ATARI**
  Products.
  Also other computer products.

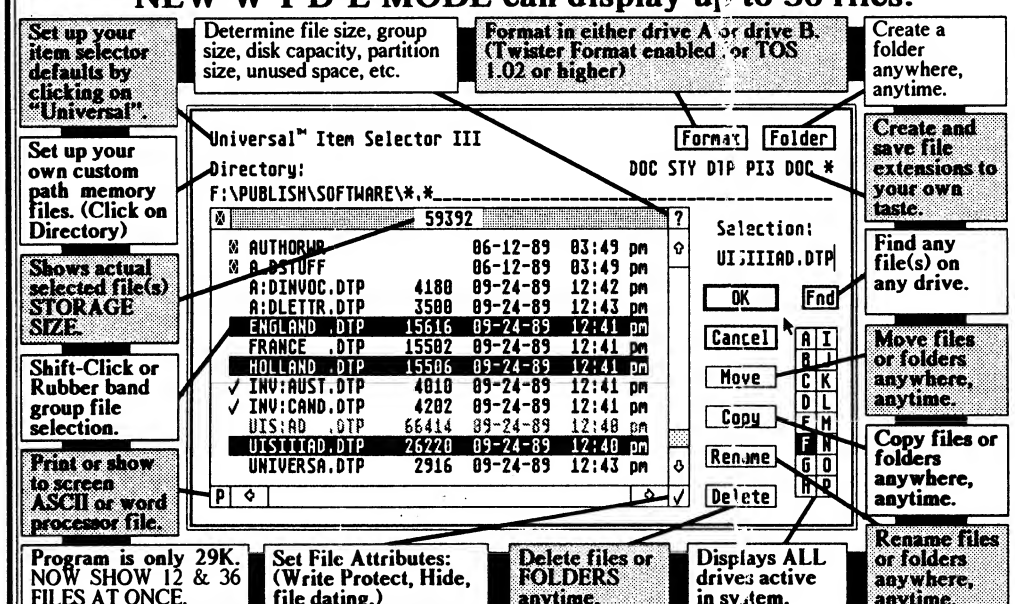
Since 1969

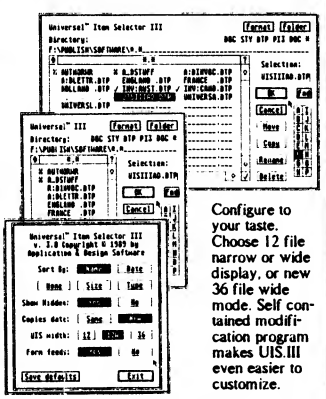
4916 Del-Ray Ave.
Bethesda, MD 20814
(301) 656-7983

Handle files Anywhere, Anytime with Universal Item Selector III $24.95

NEW W-I-D-E MODE can display up to 36 files.

Upgrade Notice: Send original UIS.II program disk with **$5 plus $2 Postage and Handling**, to address shown below.





Configure to your taste. Choose 12 file narrow or wide display, or new 36 file wide mode. Self contained modification program makes UIS.III even easier to customize.

Here's what others say:

"There are always some utilities I always have booted up, including Universal Item Selector, (I prefer the extra features it offers even over our own START Selector)."
Andrew Reese, Editor START

"We found the Universal Item Selector to be extremely useful, and we gave it our highest recommendation."
Paul Freeman, Pres Baltimore Atari Computer Entusiasts

"Your UIS.II has been a fantastic time saving program without eating a lot of memory. . ."
Tom Haycraft Galveston, TX

Other features: Use **Wildcards** to find & process files. **Hide** or unhide files to end directory clutter. **Show** or not show hidden files. **Lock** or **Unlock** single files or groups of files. **Reset** your computer from the keyboard. **Select Paths** with function keys. Select **Sort Order** from keyboard. Item Selector can be **repositioned on screen.** Scrolls and sorts **faster than UIS.II.** Comes with **new user manual** and **quickcard** for Version 3.0 changes. You never have to use the desktop to manipulate files again. You never hesitate to manipulate files, because you can do it anywhere, anytime. Use in all resolutions (Low, Medium, High). UIS.III is only 29K long, and doesn't waste memory. FREE RAM disk and print spooler program included with orders.

Application and Design Software
120 NW "E" Street, Grants Pass, OR 97526
Order desk open 10AM to 5PM Pacific Time
Visa or Mastercard Orders: (503) 476-0071 or FAX (503) 479-1825

STARTING BLOCK

by Richard Gunter

Of Mice and Desktops

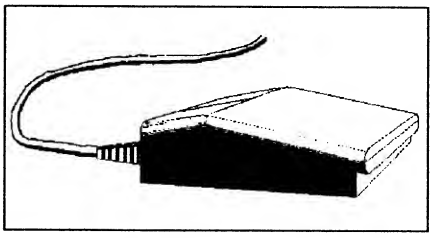
In the last several months we've often drifted a long way from our original theme, which is to help beginners learn how to get the most out of their Atari ST computers. Well, it's back to basics this time, with a little dissection of the electric rat, er, mouse. Veteran mouse drivers won't find much that's new this month; this is for the new folks.

New Atari owners whose only exposure to computers has been a word processor or an IBM clone may find the mouse a little alien. Using it actually turns out to be pretty intuitive, though.

What's in a Name?

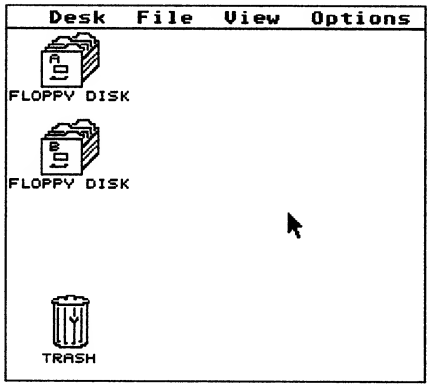
Why they call the thing a *mouse,* I have no idea--I'm not sure we can blame the ultra-cute crowd at Apple for the name, but it does sound like 'em, doesn't it...

Atari's version (below) is a humpbacked box with two large buttons on top and a cord permanently attached to one end. The cord terminates with a plug that looks remarkably like that of an Atari joystick. No coincidence--it's the same plug. Some games require you to remove the mouse and connect a joystick in the same place: the ST's mouse jack, or Port 0, if you prefer.



Turning the mouse over, you'll find four smooth feet, and part of a small rubbery ball visible near one end of the box. Set the mouse on a smooth surface like a desk or (better) a rubberized pad made for the purpose. When you slide the mouse across the desk, the ball rotates in its cage, making two cylindrical rollers turn. The computer measures how much the cylinders roll, and moves a pointer on the monitor screen in synchronization.

To see how this works, turn on your ST with a blank floppy disk in the drive, or none at all. If you're



using a color monitor, the screen will look something like the illustration above. Notice the black arrow-shaped widget near the middle of the screen; that's the mouse pointer.

As you move the mouse left or right, the pointer moves in the same direction. Push the mouse away from you, the pointer moves toward the top of the screen; pull the mouse toward you, the pointer moves down.

Try sliding the mouse a short distance, then pick it up and place it where you started, then slide it again. Sort of "wipe" the desk surface with it, in one direction. The mouse pointer will move a short distance, then move some more on the next "stroke." This is a handy technique if you lack room on your desk or have short arms.

Clever invention, the mouse. It, and its cousin the trackball, are unequalled for moving a pointer (or cursor) large distances across a screen. Not quite so good for small, precise motions, but still usable.

Around the Desktop

That's all there is to moving the mouse and its pointer. The left button is used to tell the computer that you're interested in whatever the pointer is sitting on at the time: to "select" an item, in computerese. To learn about that, we need to know more about the display you're looking at--the *desktop.*

There are two stylized pictures of file cabinet drawers labelled "A" and "B," and a stylized trash can image. (More jargon: these little pictures are called *icons*).

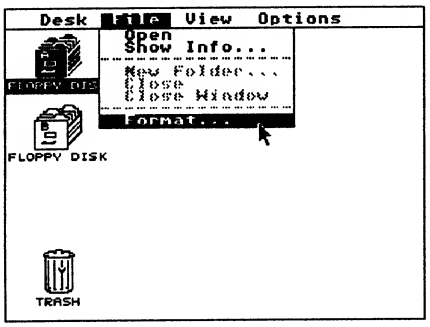
With a floppy disk in the drive, move the mouse over to the picture of the "A" drive, and press the left button once. The picture will get dark--drive "A" is selected.

Move the mouse pointer across the bar at the top of the screen. As the pointer touches each word, a box with text in it drops down, then disappears as the pointer reaches the next name on the bar.

Dropdown Menus

You've just met the *dropdown menu,* GEM style. You'll notice that some of the names on these menus are displayed in dark, bold typeface, while others are grey and less readable. The dark type indicates the selections that are currently "active" and may be used (i.e., "selected"); the grey ones are inactive. This is a common phenomenon in GEM programs; it helps a program tell you that certain program options are available and others are not.

Now move the mouse to touch the word **File** at the top of the screen. The result should look like the following picture.



Click once on the word **Open** and a box will appear on the screen, showing the files recorded on the disk. To run a program from the disk, you can repeat this "opening" process: click once on the program's icon, then move the pointer to the "File" dropdown menu and click on **Open**.

There's a faster way to do this. Back on the original desktop display, move the mouse pointer to the drive "A" icon, and press the left mouse button twice in quick succession. This is called a "double-click," and it causes the item you've double-clicked on to be "opened." For a drive icon, the file display window appears. Double-click on a program icon, and the program will load and run.

Double-clicking takes a little getting used to but when you get the hang of it, you won't use the other approach anymore. You'll need to learn this reflex; many programs require you to double-click at times and don't offer the "Open" alternative.

Right Button?

Frankly, the right mouse button isn't used very much. Part of the reason is that programs have to monitor the left and right buttons differently and the right button is a little harder to keep track of. The game *Dungeon Master* uses it quite smoothly and effectively, but many programs don't use it at all.

One thing to watch out for is that the right button often doesn't react as quickly as the left. You may have to press it and hesitate a moment before release in order for it to take effect. A little practice will leave you quite comfortable with the action.

Desktop Functions

The operating system, a collection of programs that allows any computer to do useful work, is built into read-only memory (ROM) in the ST. For that matter, the desktop is one of these programs.

File. There are several useful functions the desktop can do. The "File" menu contains several choices, as we've seen. With its "Open" option, you can open a drive window (exposing its contents) or open a folder or run a program. Opening a folder replaces the contents of the drive window with the contents of the folder (a subdirectory on other systems).

"Close" allows you to close a folder, and "Close window" closes the entire drive window. This can be a handy choice if you are several folders deep and want to close the window without backing up through each folder. You can also create a new folder, and format a floppy disk.

View. The "View" menu lets you change the display of files from icons to text, and to sort the drive/folder contents in four different ways--by name, date, size, or type.

Options. The "Options" menu lets you create a new drive icon (necessary for ramdisks and hard drives), or install an application (don't worry about that one till you're more experienced). "Set preferences" is used to set a couple of system options which we don't need to worry about, and also to set the resolution of your display (low or medium resolution for color monitors).

"Save desktop" is a handy feature you're bound to use soon. This option lets you write a small file to the disk. The file is called DESKTOP.INF, and it is a record of what your desktop looks like (including open windows). The system looks for this file when it starts up, and makes the desktop appear as it was when you made the DESKTOP.INF file.

With an Epson-compatible printer connected, the "Print screen" option does just that.

You've probably noticed that the last menu dropped stays down if you move the mouse pointer away from the menu bar. Just click once in an empty portion of the screen, and it will disappear.

It's a Drag

Returning to the desktop, move the pointer over to one of the icons, press the left button and hold it down. The icon will turn dark. Now slide the mouse to another spot on the screen. As you move the pointer, you'll see a ghostly outline of the icon move with the pointer. Let go, and the icon appears at a new location.

Use this technique to rearrange the icons to your liking, then save the new desktop as indicated above.

Mouseless?

Did you know that you can operate without the mouse (on the desktop, anyway)? Hold down the [Alternate] key (right under the letter Z) and press one of the keys bearing an arrow. The mouse will jump slightly with each press. The [Insert] key acts like the left mouse button, and the [Clr-Home] key like the right button. Easier with the mouse, isn't it?

There's more. Directory windows have several things you can do with them, for instance, but we're running out of space for this month.

Take care, and happy mouse pushing!

Version 2.65 Is Alive! and a Look at MultiFinder

Brief History

It all started in the June 1987 issue of the Miami Valley ACE's newsletter. That was the first mention of the Magic Sac in our newsletter. The article was titled "Magic Sac Update" and contained a list of all the software (that I knew about) that was compatible with the Magic Sac. This list was very short (only about 21 really high class programs worked). Let me remind you, the Magic Sac was still quite an achievement (no one had ever done this before).

Then a couple of months later, one section of the MVACE ST library kept growing. This section was pulled out and expanded into its own library called "The Magic Sac Library" of which I was the librarian. Some Magic Sac tips were contained in each monthly library report.

The February '88 issue featured the first official "Magic Sac Tips" column. It's kind of interesting to note that the following issue (April '88) contained an article called "Atari to Unveil UNIX-like System." That was *two* years ago!

As months went by, the Sac updates kept coming. Not only did they fix "minor" things, they fixed "major" things. With the release of version 4.32 (of Magic Sac software NOT Spectre software) most of the really good software started working. I really praised Dave for such an incredible product. The best comment I was able to conjure up was "For the Sac, the term *emulator* is more synonymous with the term *clone*."

When Spectre was introduced, the most notable improvement was in overall speed and its ability to run the latest and greatest Mac programs (i.e. the ones that required 128K ROMs). All during this time I ignored the lack of sound and the ability to use real Mac disks. In fact, I got so used to it, I really didn't think much about it. "Computerized" sound was never a big selling point to me anyhow. I had already converted most of my really good software over to Spectre format, and public domain Mac disks were easy to obtain through libraries such as, The *Current Notes* Magic Sac Library. So, that problem disappeared. I was happy. Until...

Until I needed to print a LaserWriter document. Hmmm. I can save it, that is, I can save it on a Spectre formatted disk. Where did this get me? No where. I could use the Translator O-N-E. Well... If you used the translator, you already know the frustration encountered with it (slooooowww). I could have bought a Discovery cartridge, but decided not to. I needed a *real* solution.

The Spectre GCR arrives! I could now read and write to *real* Mac disks, without the fuss! Spectre had now jumped from the "if you know what you doing it's great" to "it's great and easy to use" type of product. In previous updates, a beta sound support was implemented. Remember, I don't use sound, so I didn't pay much attention.

2.65 Arrives!

With the latest software update, sound support was improved and problems with MultiFinder were fixed. I find it's time to conjure up another comment. But what can I say? Spectre is complete. It runs everything of any value. The compatibility list of what's compatible (i.e. what runs) is kind of useless. It would be better to print a list of things that don't! Of course receiving blank pages of paper in the mail isn't all that exciting.

So what's a good comment? The best that I can come up with is simple and true. At work I have access to 1 Mac II, 4 Mac IIcx, LaserWriters, ImageWriters, anything and everything in regards to Mac software, and I still sit back and say, "hmmm... this would be easier with Spectre."

The capabilities of a single machine having dual personalities is really impressive. For instance, whenever I need to type a quick short letter I still find *1st Word Plus* my favorite (yes, even over all those fancy word processors on the Mac). If I want to create, manipulate or do some kind of contorted operation to a text file, *Tempus II* wins hands down over anything the Mac has to offer (for that matter, *any* computer). If I wish to crank out a flyer or advertisement, *PageMaker* is my choice. Spreadsheets, *Microsoft Excel* for the Mac. If you are a 'C' programmer, I think you'll find the ST much easier to program. Few books covering 'C' for the Mac are available. Mac likes (loves) Pascal. In summary, one computer is great, two in the same box is incredible.

MultiFinder

I have always had a love/hate relationship with MultiFinder. I like

the idea, but sometimes I find the implementation confusing. The idea is simple. When the Mac boots, parts of the System file and the Finder program are loaded into memory. The Finder program displays the desktop and allows you to perform all the basic file manipulations you are accustomed to performing easily, such as copying files, renaming, deleting and so forth. When you run another program, Finder is "dumped" from memory and the program you selected is loaded and run. Notice there are two processes here, LOADED and RUN.

Finder is dumped from memory even if there is enough memory to hold both Finder and the program you selected. Once you quit the program, it's dumped from memory and Finder is loaded again! Seems like quite a waste if you have *lots* of memory and/or small programs you wish to run. Why not keep both programs in memory and provide some sort of means to switch between them?

Welcome to MultiFinder. MultiFinder is a replacement for Finder. When MultiFinder is active, the bootup sequence is modified slightly. Instead of System and Finder loading, System and MultiFinder are loaded! The Finder file is useless at this point. Don't delete it, you may wish to use it later.

To "configure" the Mac (oops, I mean Spectre) to use MultiFinder, simply select the SET STARTUP option under the SPECIAL pulldown menu from the Mac desktop. A dialog box will appear and MultiFinder or Finder can then be selected. You must shutdown Spectre and reboot in the normal way to activate the new selection.

MultiFinder allows you to load several programs into memory at once and allows you to switch between them by several methods. If you have never used MultiFinder, the process can be confusing. Assume MultiFinder is up and running. If MultiFinder is running, the desktop will appear slightly different. You will immediately notice a small icon's appearance up in the top right corner of the menu bar. This icon indicates which process or program is running.

Once you double click on a program to run, the desktop will **not** clear as you are normally accustomed to, but rather, the program will be loaded and run. The menu bar will change to the new program's menu bar, and the icon in the top right corner will change to reflect the new program that's running. Note: Each program has its own icon. If the program doesn't open a window on startup, you will be staring at a new menu bar with the desktop windows displayed on screen. If the new program does open a window, the window will open just as before and be placed on top of the other windows.

Selecting between programs such as MultiFinder and the new one just loaded can be accomplished by several methods. The first is the easiest. Simply click on a window that the other program is using. This window will be "popped" to the top, the menu bar will change to the one associated with that program and away you go!

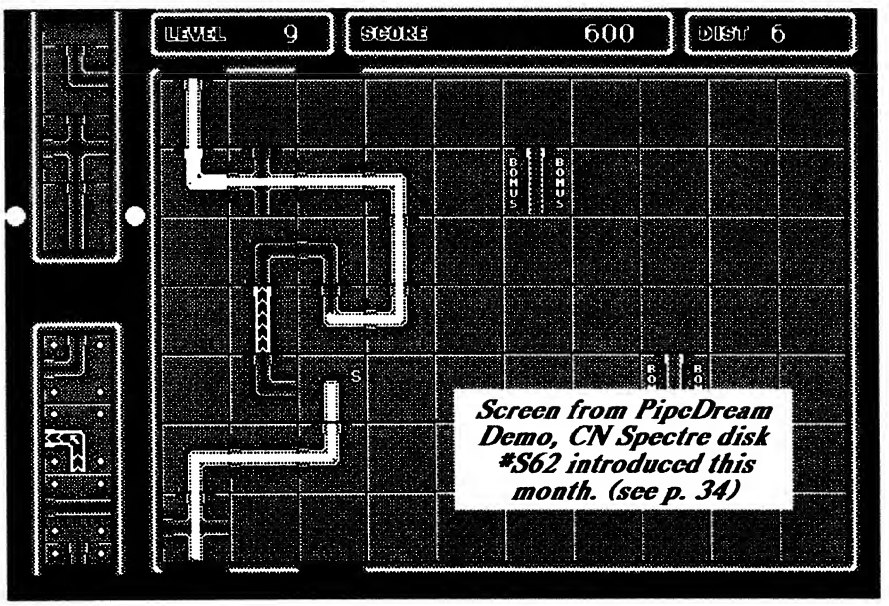
For example, let's say you're using *PageMaker* with MultiFinder. You select and run *PageMaker*, you load in a file to work with, and a window opens displaying the file. Now, you forgot to format a disk for saving some files so you need access to MultiFinder. Simply resize the *PageMaker* window so that you can see a MultiFinder window and click on it. Bingo, you're back in MultiFinder. Click on the *PageMaker* window, you're in *PageMaker*.

You can also select programs by clicking on the icon in the top right corner. It will cycle through all the available programs. Another method to change programs is to select them from the desk accessory pulldown menu! Quitting programs is the same as before.

Sound

OK, ok, I said I didn't use sound. But... when I installed version 2.65, it was already selected (I missed it). So my ST made its first Mac bong sound on startup and I've been using it ever since. Sound support has improved so much that it doesn't appear to slow the system down a single step. So, go ahead flip it on (or should I say don't turn it off) and let Spectre speak. It's really quite good (editor, delete this line, I didn't say that).

Version 2.65 is a very good update and I recommend to all who don't have it, GET IT! It's FREE and well worth it.



Screen from PipeDream Demo, CN Spectre disk #S62 introduced this month. (see p. 34)

New Spectre Current Notes Library Disks

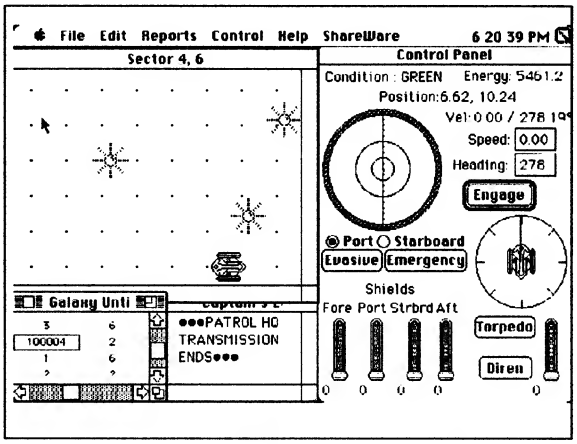
by Jeff Greenblatt

This month, *Current Notes* is releasing five new PD and Shareware Spectre compatible (128K ROMs) library disks. If you like and use any of the files, don't forget to make your shareware donation(s) to the author(s). Here is a rundown of what each of the new disks contain:

Disk S62D, PipeDream Demo, contains a fully working version of PipeDream. It allows 1 or 2 players to play 3 different levels of the games, in beginner or expert modes. It also allows you to view other levels of the game. Sound effects and music are also implemented in this demo version.

Disk S63, Utilities #9, contains some extremely useful CDEVs/INITs. They are Alias, AltCDEF 1.2 and Docs, AltWDEF 1.4.4 and 1.5.3 with Docs, Following and Docs, MacEnvy 2.1 and Docs, RAMDisk 1.1, and WindowShade and Docs.

Disk S64D, Postscript Clip-Art #1, contains 26 EPS clip art files for use with UltraScript. Simply import these files into your favorite Mac DTP program and print your files to disk as postscript files. Transvert them to the ST side and print them out using UltraScript. The files are Airplane, Beermug 1 and 2, Burst 1, 2 and 3, Card 1 and 2, Clip 1 and 2, Face 1, 2 and 3, FoodGroups, Hoop, Lamb, Piano, Pig, PalmTrees, Ribbon 1 2 and 3, Skyline, Sushi, Trophy, and Truck.



Disk S65D, HyperStacks #6, contains 7 Stacks. They are Calendar, Dot to Dot 2, HyperPaint, Project Planner, Script Searcher, The Aging Process, and World.

Disk S66, Games #8, contains 6 new and fun games. They are Hedges and Docs, MacYahtzee, MacMaze and Docs, Montana, Pentominoes, and Star Patrol (see sample screen).

13 issues for the price of 12

Plus FREE DISK

Name _____

Address _____

City _____ St ___ Zip _____

Phone _____

You get 13 (for the price of 12) exciting issues of ***ST Informer*** Monthly tabloid that is packed with the latest Atari news, reviews, commentary and PD offerings, plus a FREE disk for only $18. Choose a FREE disk from our PD Catalog sent with your subscription acknowledgement. Mail this coupon today, or call (503) 476-0071 FAX(503) 479-1825 and charge it to your charge card. Mention Current Notes for 13 for 12 offer.

ST Informer

VISA

Dept CN, 909 NW Starlite Place,
Grants Pass, OR 97526

E. ARTHUR BROWN Company

COMPUTER ENTHUSIAST CATALOG

Don't Settle For A Price List!

Shop Complete Descriptions & Photos Of The Latest Atari ST Products

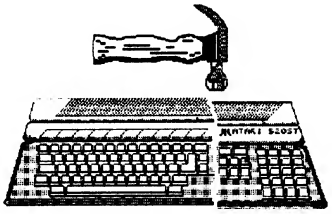
Shopping by mail doesn't have to be a gamble. Our *Computer Enthusiast Catalog* presents the latest and greatest in Atari ST software and accessories... with complete descriptions and photos. You can shop with confidence in the comfort of your own home.

Our selection includes U.S. products as well as imports from around the World. Many developers release their products through us exclusively. Others we're often the first to make public. Either way you find out about it first only through the *Computer Enthusiast Catalog*!

Special Deals abound in the catalog, too! From time to time we buy out overstocks and discontinued items. We've liquidated items from SoftLogik, Michtron, GFA, Haba Systems, Cambridge LISP, Pyramide, Polarware, and many others. In fact, you'll like all of our prices. They're usually as good or better than prices in any mail order price list type ads... but we give you so much more: Of course the catalog descriptions are great. But we also don't charge extra for using your credit card. We ship COD if you like. We give 10 day trials on hardware and even some software! We handle returns and exchanges directly (rather than send you to the manufacturer). We treat you like a customer deserves to be treated and we appreciate your orders!

E. Arthur Brown Co.
3404 Pawnee Drive, Alexandria MN 56308
Toll-Free 1-800-322-4405

Free Catalog! Call Now



A Printer, a Monster and the Mysterious Ms. Schuetz

The Panasonic KX-P1124 Printer

More Than Worth a Look

I know, real men nowadays are using only laser printers, and those really poor go with ink jet ones. Still, I wanted a good dot matrix printer, so last November I spent another $300 at L&Y (young Matthew Lynton will have his Harvard tuition paid with my money!) and bought a 24-pin Panasonic KX-P1124.

The 9-pin Panasonic printers, KX-P1080, KX-P1091 and KX-P1092 are, deservedly, among the most popular printers on the market. They are reliable, compatible with the widespread Epson FX standard, and very reasonably priced. I bought the KX-P1124 hoping Panasonic would continue their performance-to-price record in the 24-pin field, as well. It turned out my hopes were fulfilled.

There is one main reason to decide on 24 pins instead of nine: print quality. With 24 wires your characters are significantly better formed and graphics is much more precise. The difference is best seen in the output of desktop publishing programs, as e.g. *Publisher ST* or *Fleet Street Publisher*, which treat the whole page as if it were just a graphic image. The 24-pin output would not quite rival that of laser (or ink jet) printers, but is certainly much more acceptable than the output from 9-pin printers.

When describing the Panasonic KX-P1124, referring to the Epson LQ series becomes unavoidable. Having used the LQ-800 quite heavily for the last four years, I will refer to that printer in all head-to-head comparisons.

Compatibility. Luckily, the 1124 is compatible with the Epson LQ series, so that all the LQ drivers, configuration files and what else work with it just fine. Having invested much time and some money into drivers and fonts for my Epson LQ-800, I did not feel like starting everything from scratch. And here comes the good news: all my programs configured for the LQ printed nicely on the 1124, with no adjustment whatsoever. The Panasonic also allows you to switch to the IBM Proprinter X24 emulation (Epson doesn't).

Print Quality. I am still using an LQ-800 in my office and quite frequently I print the same file on both printers. The printing precision (dot density and alignment) is, obviously, the same on the two, but the output from the 1124 is more crisp. This may not be just the matter of ribbons, as I was never able to achieve the desired level of contrast from the LQ, even when the ribbons were virgin fresh. The other LQs (including the 500, 800 and 850 models) in my office were very much the same. (Besides, the ribbons for the Panasonic are significantly cheaper.)

Built-in Fonts. The LQ gives you just a choice between draft and a letter quality Courier). More fonts can be made available with an extra font cartridge (outrageously overpriced). The 1124 throws in four extra built-in letter quality fonts: Prestige, Bold PS, Script and Sans Serif. The last two especially look very nice. The font selection can be done from the printer's front panel or by sending a control sequence from your computer. Personally, I prefer the latter method, as I find the 1124 control panel quite confusing: every time I used it I had to refer to the manual. Oh, well, the LQ requires you to do everything (except for the choice between draft and Courier) with control sequences, so I shouldn't be bitchy on this subject.

Noise. Both printers are pretty noisy--much more so than the nine-pin ones, especially in the graphic mode. The noise-proofing of the Panasonic seems to be slightly better: closing the top covers really helps. Still, the best thing to do is to close the door from the computer room and to play a Pink Floyd record really loud (the 1812 Overture will do, too).

Memory Buffers. These can be used either to spool the output or to define your own character sets. The LQ-800 comes with a 7K buffer built in, while there is none included with the 1124. For most users this will not be a problem, as 7K is not much of a spooler anyway (there are many good spoolers for the ST available as freeware, and those use the computer's memory).

Some of us, however, would like to design our own downloadable fonts, especially--but not only--for printing in languages other than English. Yes, both printers allow you to switch to some European languages, including two standards for Danish and three for Spanish, but many languages were omitted (my native Polish in this number; there are ten times more Poles than Danes but we seem to have less money to buy printers). To use downloadable characters on the 1124, one has to spend an extra $60 to buy the 32k KX-P43 buffer. The installation takes less than five minutes and the buffer works just fine.

Documentation. The Panasonic manual is so-so. This is not so bad, considering that most of the printer manuals (Epson LQ's in this number) range from bad to awful.

Reliability. My experience here is quite limited: the Epson LQ gave me no problems in almost four years of quite heavy use, the Panasonic runs just fine after five months. Users of both brands with whom I have talked have no complaints, either.

Price-to-Performance Ratio. Back in 1986 I paid $550 for the Epson LQ-800, plus an extra $80 for the tractor unit. Three years later the Panasonic KX-P1124 cost me $300 (tractor included). This comparison may be, however, slightly unfair: since then I have seen the LQ on sale for as low as $350, and the LQ-500 may be priced as low as the Panasonic.

The Bottom Line. I find the KX-P1124 a very good buy (and, judging from the sales, I am not alone in this opinion). Staying within (but not limited to) the 24-pin Epson standard, it costs less, comes with the tractor, has extra built-in fonts and more paper-feeding options (front and bottom as opposed to back only). I also prefer its crisper output.

A good 9-pin Panasonic (as the KX-P1192i) would cost you just $50-$70 less. This difference seems to be a very reasonable price to pay for upgrading to the 24-pin quality. If you are looking for a good dot-matrix printer, the Panasonic KX-P1124 deserves more than a casual look.

Freeware Printer Utilities

A very handy screen dump utility for 24-pin Epson compatible printers (the KX-P1124 in this number) has been released as a freeware by none other but the unsinkable Dan Wilga. Called *Screen Dump 24* (or SCRDMP24.PRG for short), the program allows you to define how many printer dots will correspond to one screen pixel. This ratio can be adjusted independently in horizontal and vertical, so some amusing (and some useful) effects are possible.

You run the program just once from the desktop, and from then on, it will reside in the background, replacing the standard Atari ALT-Help screen dump routine (which is not designed to work with 24-pin printers, anyway). This is, as of today, the best 24-pin screen dump utility I have encountered.

Freeware programs for setting printer attributes by sequences of control codes proliferate; at the last count there were more than a dozen of them, including my own *AW_Print* (last year enhanced and re-written from OSS Pascal into Laser C). Facing a tough choice about which is the best, I have put my (proverbial) modesty aside and have written *AW_PrSet*, which should (hopefully) end this dilemma. For the last month, the program has been undergoing intensive testing by some of your favorite *Current Notes* writers, and for the June issue we should be able to put it (along with some other handy printer utilities) on a special *CN* disk. More about it next month.

NeoDesk CLI Released

I have just received a review copy of the *NeoDesk Command Line Interface* from Gribnif Software. This means Dan Wilga is not only an excellent programmer (this we all already know), but also a brave young man. So far so good: in two days of using the program (or, more exactly, desktop accessory) I was not able to crash it, and this is already more than I can say about some of the competition. Therefore, expect more on the *NeoDesk CLI* next month.

One interesting thing about *NeoDesk CLI* is that it does not do much by itself; it just asks the *NeoDesk* to do things. This is a smart solution, as the same code is put to work twice (and some operations are also easier to perform from a program than from an accessory), but it requires *NeoDesk* to be present in memory. Well, wait until June for a more detailed discussion of pros and cons of this approach.

If we talk about Dan here, let me mention that his *NeoDesk* has been voted the best program of 1989 in the poll of the British *ST World* monthly. I cannot say "I told you so," because it would sound cheap. Congratulations, Dan!

The *Monster* Arrived

A new freeware utility from Darek Mihocka is *Monster*--a high resolution monitor emulator. You put it into the \AUTO\ folder, and when your ST is booted up, its screen becomes a virtual window into a large-screen monitor (1280 by 960 pixels in monochrome, 1280 by 480 or 640 by 489 in color). This virtual window moves around the logical screen when the mouse approaches its edge, and software written following the GEM conventions will run in this mode without any modifications.

With many programs *Monster* will be not much more than a toy, but I found it quite useful with the *Publisher ST* from Timeworks. It allows you to work all the time in the two-page, side-by-side display mode, and the text in standard (10-12 point) sizes is still quite readable, in monochrome at least.

Last but not least, programmers will find this emulator handy for testing the behavior of their programs in various resolutions.

Monster is not something you couldn't live without (what is?), but it is small (less than 3K!), free, and a great conversation item. Definitely worth a try.

Turbo ST 1.8 Is Shipping

The new version of this popular (if somewhat overpriced) screen accelerator started shipping late March. Yes, the people from Sof-Trek managed to speed up some more of the screen operations, including the custom fonts (this means I can use it writing my Polish).

I still don't have Darek Mihocka's *Quick ST*, so the detailed comparison of these two competing products will have to wait a little longer.

DC Desktop Is Not

Seems like the release of *DC Desktop* has been delayed. This means that the advertising was a little bit premature. Too bad.

Free Advertising

My last two columns had no pictures at all and some of the readers are complaining. OK, so here is a picture. It has nothing to do with the topics dealt with in this month's column, but if you want to know more about this program, check the newest entries in the *Current Notes* Public Domain Library in this issue.

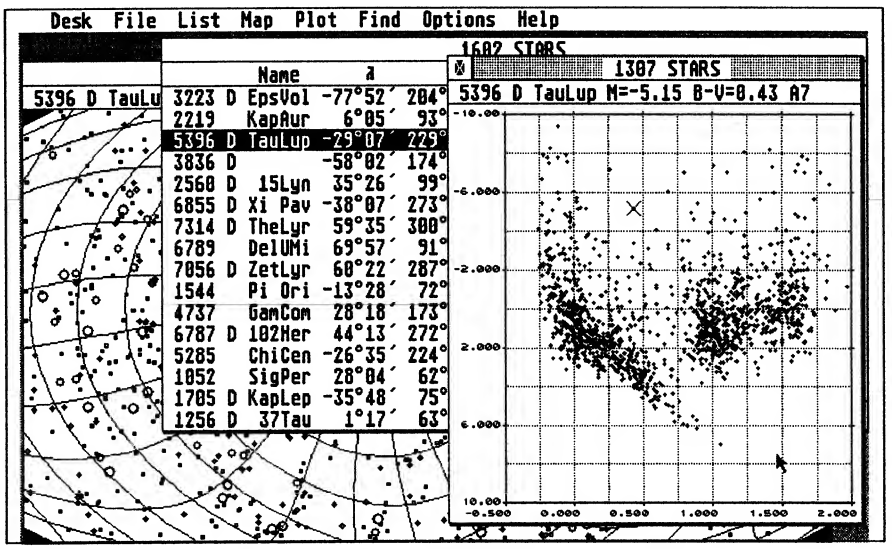
Brumhilde, Where Are You?

If you need somebody to play a joke on, there is no better choice than a poor immigrant like myself. I am referring to my review of the *Donnerwetter ST* emulator for the PC–compatibles from the last issue. None of the independent sources I checked later would confirm the existence of the *DST*, and nobody except me admitted having been contacted by the mysterious Ms. Brumhilde Schuetz. Therefore, I keep asking myself three questions:

1–who was she really,

2–what did she really want from me, and

3–why does it always have to happen to me?



TRACKER/ST

The Ultimate Mailing List/Mail Merge/Person-Tracking Software

Tracker/ST is an exciting new application which combines traditional mailing list capabilities with a full built-in mail merge system, database-style reporting, and much, much more. Some of Tracker/ST's powerful features include:

- ✦Full mail merge built in, including word processing functions like cut & paste, bold, italic and underline. Merge letters to everyone or set up specific criteria for a merge.
- ✦Computer aided entry saves you thousands of keystrokes (*and lots of time*)--up to 10,000 keystrokes saved per 250 names.
- ✦Ten preset label formats for single, 2 or 3 across labels, and laser printed labels. Edit these and add your own for custom label formats.
- ✦One-step "membership aging" automatically tracks remaining time in a membership or subscription. Great for groups with memberships that need to be adjusted on a weekly, monthly or annual basis.
- ✦Full GEM interface with drop down menus, click-on buttons and keyboard commands for ultimate ease-of-use.
- ✦Unique "Quick Letter" option when you need to send a single "almost form letter."
- ✦Unlimited notes for each person in your Tracker/ST files. Notes are not limited to a single line.
- ✦Category, date, rank, source and I.D. fields to help you identify each entry in your list.
- ✦Full reports to screen and printer, including easy-to-use grouping, counting, and summarizing.
- ✦Sort reports on any field and set up specific filters for fine-tuned reports.
- ✦Print labels for all names or set up your own specific criteria.
- ✦Import and export names in ASCII and Tracker/ST formats.
- ✦Easy transfer of names from all popular ST data management packages into Tracker/ST.
- ✦Number of names limited only by disk space. 1800 names per floppy disk, 45,000+ on hard drive.
- ✦Comprehensive manual with tutorial and complete cross-referenced index.
- ✦Installs easily on your hard drive. Not copy protected.

Perfect for businesses of all types, religious/school organizations, theater/music groups, photographers, freelance writers and artists, clubs, newsletter publishers, galleries, managers, salesmen, etc.

SLM & DeskJet Support!

Color or monochrome monitor. One megabyte of RAM and a double sided drive required. Hard drive recommended.

See your local dealer, or contact:

Step Ahead Software, Inc.

496A Hudson Street, Suite F39
New York City, New York 10014

Call 212-627-5830 for phone orders or more information.

Only $79.95

Step Ahead Software

ProCopy ST BACKUP UTILITY

You can't backup your software because copy protection locks you out. **ProCopy** is the key!

- Protects against the accidental loss of expensive software
- Works with all Atari STs
- Copies both S/S & D/S disks
- Use with 1 or 2 disk drives
- Not copy protected
- **FREE** shipping and handling
- **TOLL-FREE** telephone number
- Updates are only $12 with return
- Orders shipped same day
- Disk analyze function included

Dealer Inquiries Welcome

VISA MasterCard and C.O.D. orders

Call (800) 843-1223

$34.95

Send check for $34.95 (overseas add $2.00 for air mail) to:

PROCO PRODUCTS

P.O. BOX 665, CHEPACHET, RHODE ISLAND 02814 USA
(401) 568-8459

Available Internationally in Europe and Australasia

THE MOVING FINGER CO.
Building 2
Shamrock Quay
Southampton, SO1-1QL
England
Tel. 0703-227274

TECH-SOFT
COMPUTER WHOLESALE
324 Stirling Highway
Claremont
Western Australia 6010
Tel. 09-385-1885

D.A.S.H.

Duplicating And Security Handler

Reviewed by Sam Van Wyck

What do you call something that is elegantly simple, does an outstanding job of what it was designed to do and then quietly steps out of the way until the next time it is needed? If your requirements are for disk formatting and duplication, its name might well be *D.A.S.H.* Recently released by MichTron, this utility allows the Atari user to go far beyond the built-in GEM disk formatting and duplication functions.

But I Can Already Do That. Sure you can! Every ST has the capability built in to duplicate disks and do either single or double side formatting. It's just that *D.A.S.H.* really seems to do it better. And since it won't copy anything that is protected, you'll never have to excuse it to your programmer friends.

Take formatting, for example. The ST will do an 80 track, nine sector format anytime you want. So will *D.A.S.H.* But *D.A.S.H.* will allow you to select the number of tracks and sectors; whatever your drive will handle. In addition, you can specify a single track or group of tracks and format them without affecting the rest of the disk.

The status of both the copying and formatting processes are represented both by bar graphs and digitally. In either single or double side mode, formatting is about one-third faster than with GEM. But for <u>really</u> fast formatting, try a "FAST" format (pun, if any, intended). To illustrate just how quick this process really is, try to visualize the old sight gag about the gunslinger who claimed to be a quick-draw artist. He'd bet some tenderfoot he could draw and reholster his pistol "faster than the eye could see." When the money was down he'd walk to the center of the street, crouch with his hand over the holster and say "OK, Here goes! Want to see that again?"

D.A.S.H. is like that. Click on "FAST" and don't blink or you'll miss it. The job is done. What's the catch? Well, since it only works with disks that have been previously formatted it's really just wiping out the file names and attributes data. The rest of the disk is untouched (and recoverable). But what a great way to clean up all those, used disks that have been gathering dust!

It Does IBM, Too! This feature is worth the price of admission by itself. While I wait for the *pc-ditto II* matter to be resolved, *D.A.S.H.* gives me the ability to export data to IBM users simply by asking for this format on the disk. Now text and other files from my Atari are completely readable by the corresponding IBM programs. A relatively simple matter, perhaps, but how many other duplicating accessories have this feature?

Multiple Formating. Speaking of formatting, if you have two floppy drives and are into really heavy duplication, *D.A.S.H.* will allow you to feed disks to both without having to restart the process each time. Ordinarily, you must designate either Drive A or B to format; decide whether to do one or both sides and then tell the computer to begin. *D.A.S.H.* allows you to select the desired number of disks to format and activate the multiple duplication option. Assuming you have a fresh disk in the inactive drive, when one drive finishes, the other will begin immediately. No need to restate the commands. Isn't that what a computer is really all about; freeing you from all that repetition? Disk librarians, take note!

Bad Sectors with Ease! GEM will refuse to copy a disk if but a single sector is bad. Even if the missing portion isn't vital to the overall program, the copy cannot proceed. *D.A.S.H.* allows a choice. Upon encountering a bad sector, one may select to have the copy halted or simply continued with either spaces or zeros written into the defective portion(s). A whole track of bad sectors will halt the process.

Also included is a virus checker that automatically scans every disk handled and alerts the user to the presence of any potentially dangerous situation. The option to remove the offending code is then offered. Since the whole thing takes up only 24K of memory, it may be useful for some to keep it resident during normal operations. Otherwise, a reload takes only nine seconds from floppy, four from a hard disk.

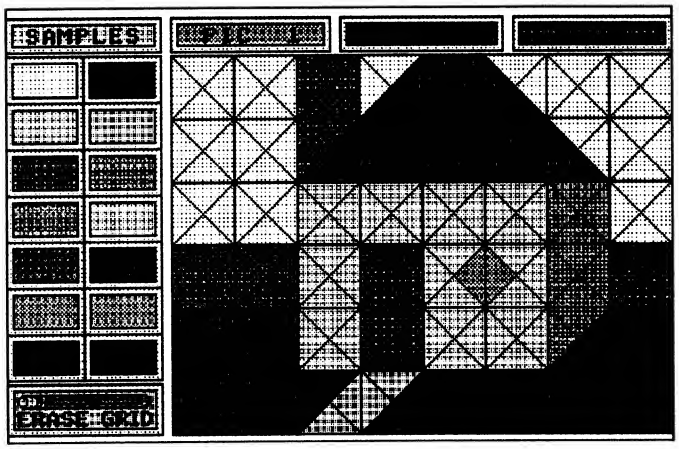
Great Documentation! An innovative and well designed group of utilities like this deserves an equally good manual. A clearly written twenty page booklet accompanies the unprotected disk. It covers every facet of the program from first boot to "EXIT." The text is easy to read, with sufficient detail and example so that even the computer timid may operate with confidence. Experienced users will find skipping to pertinent sections easy due to thoughtful layout and headings.

The manual closes with an invitation from MichTron to "come up and see 'em sometime" on Genie. If their roundtable is anywhere as friendly as their software, it must be a delightful place, indeed.

D.A.S.H., $39.95; Mchtron,3285 Lapeer Rd., West Auburn Hills, , MI 48057

Super Kidgrid

A graphics design program for children



Review by Bill Moes

Super Kidgrid, a graphics design program for the ST, offers creative challenges for children aged 3–11. The kids should find it appealing and fun.

Color and Light

Designs are created on a grid. It's a very simply process: click to select a color and then click to fill a triangular area on the grid.

Fourteen low resolution colors are available. The mouse-driven program allows an entire grid to be erased. Twelve sample pictures are in memory. These can be viewed for ideas or they can be changed. Changing a sample on screen will not actually change the original sample; the new design can be saved in the separate picture file.

Up to 10 screens are available for drawing. That number can be set to 1, 5, or 10 during a very easy, menu-directed, installation process. During that installation, it's also possible to determine whether the child using the program may quit to desktop after a Save. When Save is selected, all screens (1,5, or 10 of them) are saved to disk at one time. Each takes about 20K of disk space.

A single-sided disk should be sufficient for all program files plus the maximum-allowable 10 picture screens. The program will run on a standard 520 ST and will auto-load.

The final option to set during installation is to allow a picture to be printed. When printed, the screen colors will be replaced by numbers. Those numbers will be keyed to the color words along the side of the printed page. After being printed, they're ready for coloring with crayons or markers.

Move on

I continue to be impressed with the work of *Super Kidgrid*'s author, Dorothy A. Brumleve. Brumleve and her co-author, Michael Marks, have designed a program that fits the needs and abilities of their young audience. There is an inviting and comfortable feeling in using this program.

Brumleve has also written *Kidpublisher Professional* (CN: Jan/Feb 1990) and many "careware" programs for the ST (CN: March 1989). These "careware" programs are available through the CN ST Library.

The documentation for *Super Kidgrid* is a 20-page booklet for adults and a one-page children's manual (easily copied). The support and copy policy is more than generous. The disk is not copy-protected and the author writes: "If your school has 200 students and all of them will have access to your school's STs, please feel free to make 200 copies."

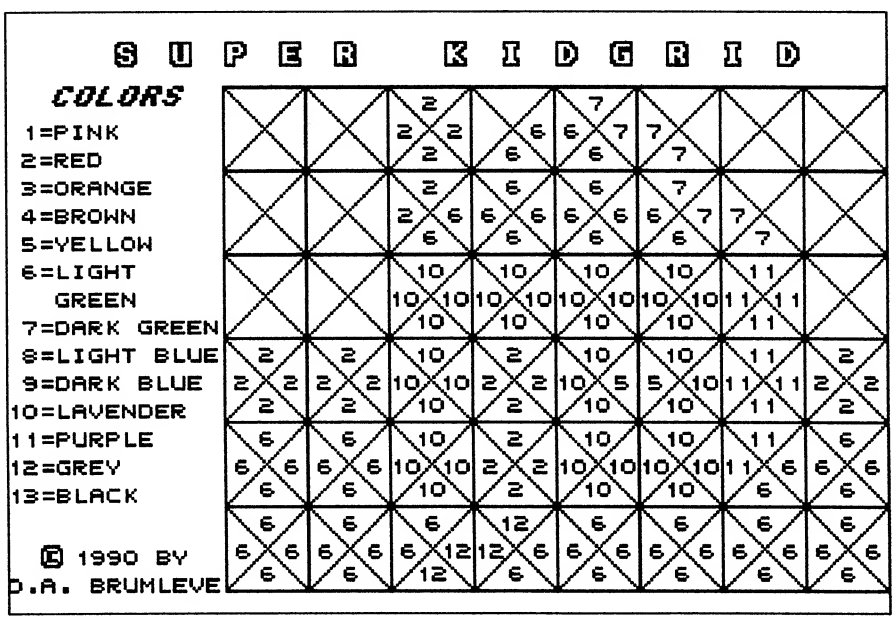
Children and Art

Do you get the idea Brumleve cares about the kids and actually lives in the real world? Believe it.

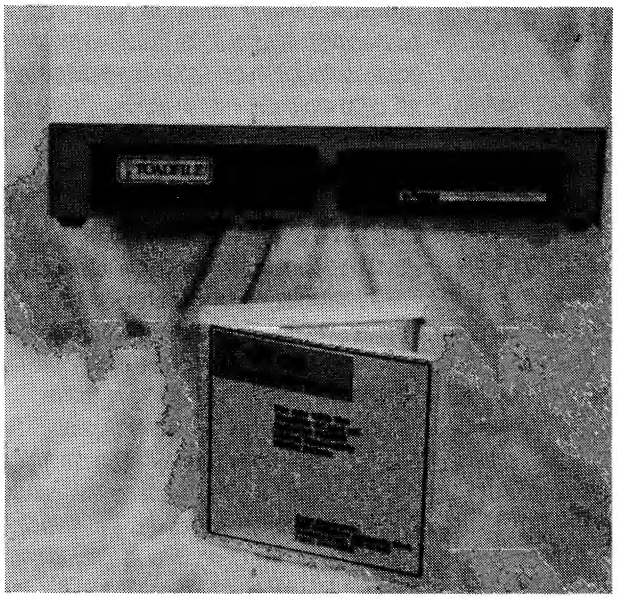
Super Kidgrid ($25) is an easily used graphics design program for children. The printed pictures, coded for later coloring, can be quickly shared or, with older children, possibly used as a springboard to more complex designs.

The software should be enjoyed by the targeted age group (3–11) both at school and at home.

[D. A. Brumleve, P.O. Box 4195, Urbana, IL 61801-8820. (217) 337-1937]



Toadfile 44.
Peace of Mind.



The Toadfile 44 - Fighting for Freedom in Lithuania

"I * LOVE * the drive. All Spectre development is now being done on my Toadfile 44!" - David Small
Gadgets by Small

"If you call up Toad Computers you'll either get Dave or Ray. They're both great guys...and fun to talk to. The Toadfile 44 is a well designed (and don't forget attractive) piece of hardware." - LeRoy Valley
ST Informer

"Well, I honestly don't remember whether I authorized the purchase of a Toadfile 44 or not, but let me tell you about John Wayne..." - Ronald Wilson Reagan

"Our manual is great." - Dave Troy
Toad Computers

Toadfile 44 EVEN LOWER Pricing for World Peace!

Toadfile 44 (44MB Cartridge Drive, ST Ready).....$849
Toadfile 44 Magnum (Toadfile 44 with 3 Carts).....$1019
Toadfile 44S (44MB Cart Drive, Case & Power Only).....$749
Toadfile 44D (44MB Cart Drive Only, No Case or Power).....$649
Toadfile 88X (2 44MB Cart Drives in One Box).....$1479

Toadfile 44 & Hard Disk Mixtures

Toadfile 94 (44, 50MB HD 40ms time, ST Ready).....$1219
Toadfile 94X (44, 50MB HD 28ms time, ST Ready).....$1239
Toadfile 74 (44, 30MB HD 40ms time, ST Ready).....$1149
Toadfile 74X (44, 30MB HD 28ms time, ST Ready).....$1169
Toadfile 64 (44, 20MB HD 40ms time, ST Ready).....$1099
Toadfile 64X (44, 20MB HD 28ms time, ST Ready).....$1129
Toadfile 109 (44, 65MB HD 24ms time, ST Ready).....$1299
Toadfile 129X (44, 85MB HD 28ms time, ST Ready).....$1349
Toadfile 129Z (44, 85MB HD 24ms time, ST Ready).....$1399

Works with IBM and Mac Emulation!

We're Hip and Proud of It!

We thought we were hip when we introduced our Toadfile 44 almost a year ago - now we're sure of it. The Toadfile 44 was the first widely available removable cartridge hard disk available for the ST. Just think - switching 44 megabytes just like one of your floppies - with speed (25ms access time and nearly 600K/s transfer rate) that rivals the fastest fixed hard disks! Our quality has allowed us tremendous success with the Toadfile 44, and we're proud to say we've given thousands of ST owners true peace of mind. With a two year warranty, and our reputation behind it, it's easy to see why the Toadfile 44 gives people so much peace of mind. Not to mention its backup ability. Not to mention the quality ICD Host Adapter used inside. Call us for a quick question session! Order when you're ready!

- Extra Cartridges $99!
- Ask About $99 3.5" And 5.25" Floppies!
- Current Notes PD Library - On Cartridge - Call!
- Toad Computers World Peace Tour T-Shirts Only $7.95!

PROUD TO USE ICD HOST ADAPTERS

Toad Computers 556 Baltimore Annapolis Blvd. Severna Park, MD 21146
Questions: (301) 544-6943 Orders: (800) 448-TOAD FAX: (301) 544-1FAX

TOAD COMPUTERS

THE ONLY HARD DISKS SIMPLY *PACKED* WITH FUN

FEATURED ITEMS

OUR EXCITING MOMENTARY SPECIALS

✓Spectre GCR
$339 With ROMS

✓TOS 1.4
$80.00 (Installed)

✓ Fastech Turbo 16
$279.00 (Installed)

Call for more information!

ICD FAST DRIVES

COMPLETE HARD DRIVES FOR THE ATARI ST

FAST 85 MB 28ms 5.25" Drive.....**$659** was $739
FAST 85 MB 24ms 3.5" Drive.....**$716** was $789
FAST 60 MB 24ms 3.5" Drive.....**$703** was $724
FAST 50 MB 28ms 3.5" Drive.....**$559** was $657
FAST 50 MB 40ms 3.5" Drive.....**$579** was $625
FAST 30 MB 28ms 3.5" Drive.....**$569** was $595
FAST 30 MB 40ms 3.5" Drive.....**$549** was $575
FAST 20 MB 28ms 3.5" Drive .....**$549** was $575
FAST 20 MB 40ms 3.5" Drive.....**$519** was $525
FAST 170 MB 24ms 3.5" Drives.....**$1199** was $1379
FAST 120 MB 24ms 3.5" Drives.....**$1149** was $1239
FAST 100 MB 28ms 3.5" Drives.....**$969** was $1049
FAST 100 MB 40ms 3.5" Drives.....**$929** was $949
FAST TAPE BACKUP.....**$769** was $769
FAST TAPE with 80MB 24ms 3.5" Drive.....**$1209** was $1239
FAST TAPE with 50MB 28ms 3.5" Drive.....**$1099** was $1119

ICD, Inc., a long-trusted name for Atari hardware makes a quality, under-the-monitor type case and power supply unit, that includes the ICD Host Adapter we use in all our hard drive products. This case is called the FAST case, and because of the high volume of hard drives we sell, we can offer these ICD FAST drives at extremely low prices. We assemble the drives ourselves, using quality Seagate drive mechanisms.

TOAD DRIVES

COMPLETE HARD DRIVES FOR THE ATARI ST

TOAD 20 MB 28ms 3.5" Drive.....**$499** was $529
TOAD 20 MB 40ms 3.5" Drive.....**$479** was $499
TOAD 30 MB 28ms 3.5" Drive.....**$519** was $559
TOAD 30 MB 40ms 3.5" Drive.....**$499** was $539
TOAD 50 MB 28ms 3.5" Drive.....**$595** was $629
TOAD 50 MB 40ms 3.5" Drive.....**$575** was $599
TOAD 60 MB 24ms 3.5" Drive.....**$669** was $709
TOAD 85 MB 24ms 3.5" Drive.....**$709** was $749
TOAD 85 MB 28ms 5.25" Drive.....**$685** was $709
TOAD 100 MB Dual 50 28ms 3.5" Drives.....**$949** was $959
TOAD 100 MB Dual 50 40ms 3.5" Drives.....**$889** was $899
TOAD 120 MB Dual 60 24ms 3.5" Drives.....**$1139** was $1179
TOAD 122MB 5.25" Drive.....**$999**
TOAD 170 MB Dual 85 24ms 3.5" Drives.....**$1229** was $ 1249
TOAD 170 MB Dual 85 28ms 5.25" Drives.....**$1199** was $1399

All of our Toad Drives use the ICD Host Adapter and are available in expandable shoebox-style or under-the-monitor/under-the-Mega type cases. All cabling and software is included, and the Seagate drive mechanisms are warranteed for one full year. Drives include a built-in clock and fan. Drives are available without a clock for $10 less.

DRIVE KIT PARTS

BUILD IT YOURSELF AND SAVE

ICD Advantage Plus Host Adapter.....$99
ICD Advantage Host Adapter.....$89
ICD Advantage Micro Host Adapter.....$89
ICD ST Host & MFM Controller Kit.....$199
ICD ST Host & RLL Controller Kit.....$239
OMTI 3520 MFM Hard Disk Controller.....$119
OMTI 3527 RLL Hard Disk Controller.....$149
ICD FNST Hard Disk Kit (With Host Adapter).....$259
ICD FNST Hard Disk Kit (No Host Adapter).....$179
Shoebox Dual HD Case/PS, Host Adapter Ready.....$109
Under-the-Monitor Dual HD Case/PS, Etc.....$119
Under-the-Monitor Single HD Case/PS, Etc.....$109
Seagate ST296N 85MB 28ms SCSI Drive.....$479
Seagate ST157N 50MB 40ms SCSI Drive.....$349
Seagate ST157N-1 50MB 28ms SCSI Drive.....$379
Seagate ST138N 30MB 40ms SCSI Drive.....$329
Cables: Controller to Hard Disk.....$10
Cables: Host Adapter to Controller/SCSI Drive.....$10

COME VISIT US

AND FIND OUT WHY WE WRITE THINGS THIS WAY

Our store is centrally located between Baltimore, Washington, and Annapolis in Severna Park, Maryland. Please come and visit us. We fully support the Atari XE, ST, and Mega ST lines. Plus, meet your fine hosts, Dave and Ray. We're more than just a little eccentric.

ATARI MEGA ST

COMPUTERS AND PERIPHERALS

Atari Mega ST2 CPU - $1169
Atari SM124 Monochrome Monitor - $149
Atari SLM804PCV - $1399
Atari Mega ST4 DTP System - $3779
Atari Mega ST4 CPU - $1599
Atari SC1224 Color Monitor - $319
Atari Megafile 30 Hard Drive - $599
Supra 2400 Modem - $119

ORDERS: *(800) 448-TOAD* ***QUESTIONS:*** *(301) 544-6943*
FAX: *(301) 544-1FAX* ***BBS:*** *(301) 544-6999*

Toad Computers, 556 Baltimore Annapolis Blvd., Severna Park, MD 21146

These prices reflect a 4% discount for money order, personal, or certified check. We accept Mastercard, Visa, and Discover. Maryland residents please add applicable sales tax.

ALL HD ORDERS QUALIFY FOR FREE SHIPPING IN CONTINENTAL US!

The Junkyard Pussycat

by John Barnes

Kitty Kudos

This month the Junkyard Pussycat has decided to take some time off from his normal preoccupation with exterminating pests like rats and mice to do a little purring instead.

Tom Hutchinson and Mom Hutch

Tangent Line is a very nicely operated BBS somewhere over in Anne Arundel County. The Pussycat normally does not roam that far afield, but these folks have done him and all other Washington Area Atarians a big favor by installing a phone line in Laurel, MD that is accessible from many locations in the local calling area. The BBS is free and the phone numbers are: (301)-850-5045 (Baltimore, Howard, Anne Arundel, and Prince George's counties) and (301)-604-4065 (Metro Washington).

The folks working on the WAACE AtariFest find this particularly useful because it helps us to keep in touch with our friends in the MACC and MAST user groups (see the WAACE pages for more on these groups).

Tangent Line is a very nice BBS. The folks are friendly with each other, the discourse is at a mature level, and the file area has useful files. The software is Michtron BBS.

Tom is a student at the University of Maryland and Mom (real name unknown) is an unusual parent who serves as one of the SYSOPs on the BBS. Mom also pitches right into the dialogues on the message base, particularly when the subject is science fiction, which is the current hot topic.

The Folks at ICD

Not content with their virtual lock on the ST hard drive host adapter market, ICD has released a new host adapter that is more compact than their old one. It is apparently designed to make installing a hard drive inside a Mega ST case easier. With new technology in the form of 3 1/2" removable cartridge drives coming down the pike, this may prove to be a real winner.

Maybe ICD could put out an upgrade to the power supply on the Megas that would let us hang our cartridges and hard drives on the machine with some feeling of confidence. How nice it would be to have a single, compact box that would be easy to carry around, have lots of memory, and be adaptable to virtually anything. If that happened I might even use it instead of my eminently portable 1040 ST, just to have the hard drive capability and the Spectre GCR at the same time.

The Folks at INFO-ATARI16

In the March *Current Notes* I reported that the mailing list for Atari information on the Internet was about to shut down. Apparently the folks that were running it found a way to keep it going, because I have continued to receive reams of questions and answers concerning things Atari. The material appears to be somewhat better distilled than formerly.

The Folks at Terminator

When *Current Notes* asked for an Internet archive site that would accept postings of information from the magazine, the folks at a site called "terminator" responded affirmatively. The magazine has posted copies of our user group list, our dealer list, cumulative indexes of past issues, abstracts of the complete PD disk library, and lots of other information to a place where it will be available to Atarians all over the world.

Many questions posted by people on the Internet deal with issues like the ones covered in this material and we are glad to offer this as a public service to help in the diffusion of knowledge about computing.

The directory on terminator that contains the files is called /atari/magazines/curnotes. People who have FTP access to the Internet should be able to download any of these files easily.

The terminator archive of public domain software is one of the truly great ones on the Internet. It is the first place to look for things like TeX and Metafont, as well as the full range of language tools from the GNU folks. The Pussycat loves the esoteric stuff he finds in their junkyard. Keep up the good work!

The Organizers of the Toronto Show

These folks got somebody (could it *really* be Atari Canada, or was Nathan Potechin behind it?) to kick in a very fancy Desktop Publishing system valued at over CAN $5,000 as the grand prize for their one-day event, held at the Toronto Airport Hilton (see report elsewhere in this issue).

There must be something about living in a small nation next to a giant neighbor that stimulates creativity. In addition to the usual presentations on Spectre GCR and *Neodesk*, the seminar schedule for the Toronto show lists some items with a distinctly Canadian flavor. Does Atari Canada do something different for developers? Let us know if you have any news on this.

Bob Brodie

Now that Atari's user group coordinator is unpacking his things after deciding that his stint in Sunnyvale is going to last a while, Atari is sending him on the road. Bob has visited user groups all over the country to rave reviews. In other cases, he has joined in to specially arranged teleconferences for users in a particular area.

Why did it take Atari so long to find a technically knowledgeable, hard-working person who cares about the people who use Atari's computers?

Aside from these strengths, perhaps Bob's most important characteristic is an instinct for keeping his mouth shut at the right times in a nice way. When he clams up you feel that you understand why Atari does not want to go public on an issue.

Now it would be nice if Bob could find a little more time to answer his electronic mail.

Jeffrey Lomicka

Jeff is the author of the *GOOD Backup Utility*, featured in a review in the December '89 *Current Notes*. He just sent the Pussycat an update to bring his copy of *GOOD* up to version 1.6. Nothing fancy, just a few fixes for some minor irritations.

The product is beginning to appear in mail-order ads and Jeff reports that it is enjoying modest sales success. Given that the market for a utility of this kind is pretty crowded, Jeff has his work cut out for himself.

Joppa Computer Products

The list of available software that Joppa Computer Products carries in its ads is one of the great resources for finding out what is available and what the current version numbers are. Their most recent shipment to the Pussycat's domicile also included a series of brief writeups on new products. Hats off to a store that knows how to keep its customers interested!

Cat Scratches

Unfortunately, not all is sweetness and light in the Junkyard.

Stale Software

Day old bread may be a bargain to some folks, but old software never is. The Pussycat got stung on this recently. In February he purchased a copy of CodeHead Software's *Hot Wire* from a computer store in Maryland. Once he got it home he had a lot of trouble getting it to work on his Mega 4 with TOS 1.4. A quick trip to GEnie revealed that an upgrade had been released some months before. Yes, the upgrade was available from CodeHead for a nominal cost. Maybe, some day when the Pussycat has time to write out a letter and a check, he will send for the upgrade. Meanwhile he can do without.

The Pussycat, as explained in the April *Current Notes*, has tried to avoid this sort of thing by waiting for a good long while for other users with more patience to find the bugs in new utility programs. "Don't buy version 1.0 of anything" is his motto these days.

When, however, it finally becomes time to make an actual purchase, the Pussycat tries to give a decent share of his business to local outlets that provide some measure of service with their products, even if it means paying a little extra. That service should include making sure that the product is fresh, rather than stale. In this case, the product was offered without any questions about system configuration, no information that an update had been released, nothing.

That particular store is not going to see any more of the Pussycat's money for a long time to come. There will be no naming of names; they can figure out who they are. Perhaps the blame does not rest entirely on their shoulders.

Developers, distributors, and dealers should work out some better scheme for making sure that the customer is satisfied the first time. Every experience wherein a user has to waste time because something doesn't work is a real turnoff.

The nature of the Atari world is such that bugs in new software are inevitable. Some provision should be made for getting bug fixes into the hands of dealers before they sell stale software to unsuspecting users.

Perhaps a special trade publication listing current version numbers should be circulated on a regular basis. This circulation should include user groups and electronic information services as well as distributors and dealers. Perhaps there should be regular mailings of disks containing patch programs and updated documentation files. The installation of these onto disks sold to customers should be part of the dealer's service.

In the professional computing world this kind of service is taken for granted. It is always possible to find release notes or software digests that list problems and fixes, some of which can be installed by the user using special utility programs for making patches. In other cases, the purchase price includes a year's software maintenance.

Of course, Atari developers do not get thousands of dollars for their products. System software like *Neodesk, Hotwire, Universal Item Selector,* and others of that ilk usually sell for between 10 and 50 dollars. Over time, however, the cost to the user mounts up. The Pussycat's system probably contains about $200 worth of such add-ons, not to mention the cost of upgrades and replacements for important application software. That is a lot of money for a machine that only costs between $600 and $2000 to begin with.

For that kind of outlay the customer has some right to expect stable, functional products.

Perhaps the developers should band together and establish some sort of clearing house for software updates. Serious users could subscribe to a service that provides them with tracking of software regis-

tration, immediate access to update information, and a quick and easy route for delivery of upgrades.

Until this new day dawns, users should buy defensively. Be especially suspicious of software that is heavily marked down. When you want to gussy up your desktop or get the latest hard drive utility, check with the experts in your local users' group or BBS system to find out what really performs, what the latest revision levels are, and what a fair price ought to be.

Foster Parents for Atari Computers

One of the Junkyard Pussycat's Internet pen pals recently stated a belief that the Atari ST would never become an orphan computer because users are free to choose from among a wealth of other operating systems. Software such as MT C Shell, OS/9, and Minix can be used to gain access to the UNIX world. *Spectre GCR, PC-Speed, pc ditto*, and *Supercharger* are hardware solutions that give ST users access to the huge installed base of software for other machines. On this basis it is true that a frustrated Atari user can find a "foster parent" for his machine as long as the machine does not need mechanical or electrical service.

However, the level of technology that the hardware emulators represent is far behind today's marketplace. *Spectre GCR,* for example, emulates a Macintosh Plus. The PC emulators seem to be stuck at the Turbo XT level. The installed base for products that run on these machines is indeed very large, and the emulations give users who need to fill gaps in their software libraries a sensible way to do so.

Given that the market niche for replacements for TOS is by definition smaller than the one for TOS itself, it is no surprise that products like MT C Shell, OS/9, and Minix are only for the truly adventurous. No "user-friendly interface" fans need apply here. Minix and OS/9 use alien disk formats so that material created under these systems has to be converted to be accessible to TOS applications.

The Pussycat's correspondent is certainly right in stating that there is less reason to fear the orphaning of the ST computers because of the availability of these alternatives. Users who want to avail themselves of the alternatives should, however, be prepared to climb a steep learning curve.

SOME LIKE IT... HOT!

The CodeHeads announce:

HOT WIRE + MAXI FILE

- "When the START editorial staff first saw HotWire, our collective reaction was 'Wow!'"
- By far the **fastest, easiest way to run programs** on the Atari ST...from a floppy disk or from a hard drive!
- Build menus for all your most commonly-used programs. Load new menus with a single keypress or mouse click!
- New **Ledger** function records time spent in programs of your choice.
- **Passwords** may be used to restrict unauthorized access to certain programs.
- New **on-screen clock**, appears in the programs that you choose.
- Unlike other shells, HotWire works correctly with all programs, just like the GEM desktop.
- A **seamless interface** offers direct access to MultiDesk and MaxiFile.
- Full-featured file-handling utility lets you **move/copy/delete/rename/touch/lock/hide** any combination of files and/or folders.
- Runs as a desk accessory or as a program in any resolution.
- Incorporates **every** file/disk feature of the GEM desktop plus much more.
- Intelligent **disk copying** routines.
- **Rename folders** - Print directory listings.
- Store **comments** about any file/folder.
- Unique and intuitive user interface designed for easy, speedy operation.
- **Customizable** for your style of use.
- **Keyboard equivalents** for all operations.
- Quickly select from up to 20 of your most-used paths.
- Even runs programs and loads documents.

Here's what our users are saying about HotWire and MaxiFile:

"The HotWire/MaxiFile combo has **changed the way I use my ST.**"
"I haven't used the standard GEM desktop in weeks."
"Without HotWire and MaxiFile I'd be totally lost on the ST."
"...a tribute to **assembly excellence.**" - "MaxiFile is a **wonder!**"
"HotWire and MaxiFile really 'beat up on the competition'!!"
"...you'll need to package it in asbestos because it is too **hot.**"
"**AWESOME!**" - "Super!" - "a veritable software gem!"

HotWire Plus (includes MaxiFile) $59.95
MaxiFile $34.95
HotWire $39.95
G+Plus - a replacement for Atari GDOS $34.95
MultiDesk - load unlimited desk accessories $29.95
CodeHead Utilities - a collection of useful programs $34.95
MIDIMax - a powerful MIDI tool for performers $49.95

Phone: (213) 386-5735. Visa, Mastercard, AmEx accepted. Shipping charge: US $2, Canada $3, Europe $5. CA residents add 6.5% sales tax.

CodeHead Software
P.O. Box 74090
Los Angeles, CA 90004

Chicagoland's Largest Atari ST Dealer!

Biggest Software Selection, Including Import Titles & Magazines

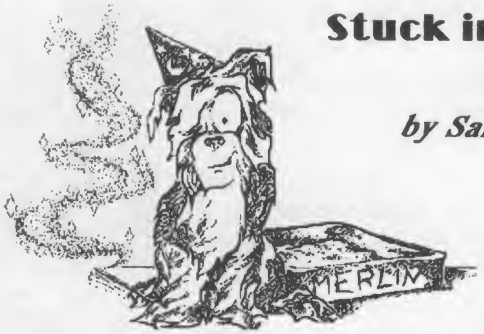
Computers
Software
Service

ATARI®

Portfolio™
& All Accessories

Software Plus

Wheeling (708) 520-1717.
Hanover Park (708) 837-6900
Chicago (312) 338-6100



Stuck in a Rut

by Sam Wright

Dream Zone attempts to simulate the irrational peculiarities and wondrous fantasies of the dream world in Baudville's Mindscape-like graphic adventure. Unfortunately, that's all it is. And it's not even enough.

The problem is that *Dream Zone* plays like a typical adventure game when it shouldn't. It doesn't have to. It would be so much better if it didn't. In a world of dreams, anything can happen. You can do anything. You aren't restricted to reality. *Dream Zone* doesn't take advantage of the limitless possibilities available to lucid dreaming.

What we get, instead, is an average adventure game where all the effort was poured into programming the user interface, composing the music, and drawing the graphics. We're left with something screaming of possibilities if only allowed to stray from its storyline.

Speaking of the storyline, you can't shake that tired feeling you have every day. Out of desperation, you see Dr. Sigmund Fraud, famous psychomentalist. He listens to your tale of woe and prescribes a home-brewed concoction, which you swiftly swallow. "Tomorrow," he says, "ven jou go to sleep, jou dreem. And if jou not get out of jour dream, jou no vake up." He says a Freddy Krueger-type monster has been inhabiting your dreams and has been stealing your sleep. The solution? Eliminate the demon and you'll reclaim your much-needed eight hours a night. And do so tonight, for the good doctor has allowed your dreams to come to life, just in time for your confrontation with the demon.

But, how did the beast fall into your dreams in the first place? Does the beast symbolize something in your real life? Have you done something in real life that causes you to have this dream over and over again, yet not be able to remember it? The final puzzle after you wake up seems to want to suggest a moral, but it fails miserably.

According to the documentation (a 16-page booklet), the beast "won't send you to places that have no purpose and won't make it impossible to succeed [killing the beast]--just hard." If I were a beast and someone were trying to kill me, you can bet I'd make it as close to impossible to succeed as I could! Does the beast want to be killed? What is this dream saying?

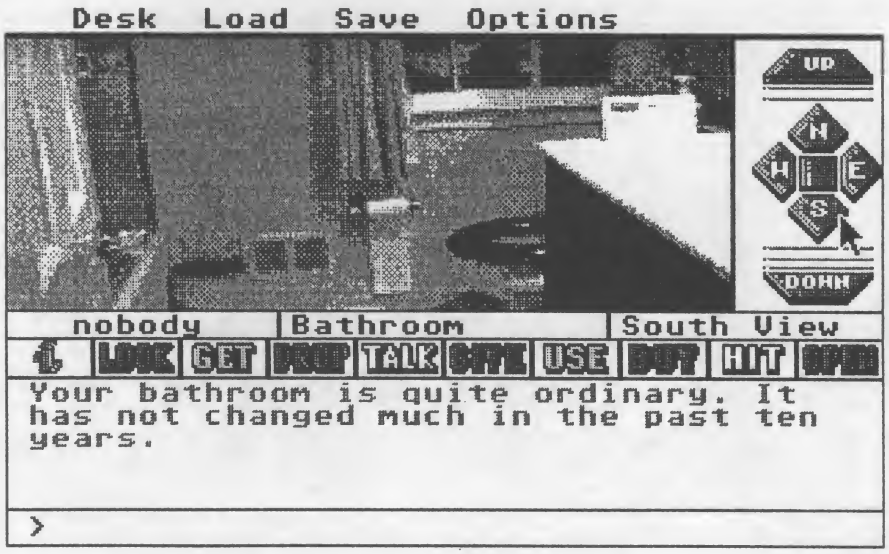
If I really wanted to read into the dream, I could come up with a few other questionable, eyebrow-raising actions, all dealing with violence:

1) Killing the demon and ninja incidents are to be expected in the context of the game, but what's the purpose for it at the Department of Information? There's no reason for it directed at the officer. There's no justification to incite the violence. He's not threatening you in any way, he's just doing his job. Actually, the demon doesn't threaten you, either. He's simply in your way (literally, and in causing your lack of sleep).

2) You can't get through a major portion of the game until you swear. The game flat out expects you to type in a four-letter word. The parser doesn't understand the "safe" words, "cuss, "swear," and "curse," but it sure knows others.

3) You're rewarded for stealing.

I was stuck at the places in all three of these incidents. As usual with frustration (and to seek the authors' humor), I'll try outlandish things that I certainly don't expect to work. I'm usually amused when the commands I type in are understood and even enacted upon. The responses (such as sending you to jail for stealing) are usually not expec-



ted to be used, but the authors throw them in just in case you try something like that (there are certain standard verbs you can type in and almost always expect a humorous answer, e.g., "jump," "fly," "pray," "kiss"). You may even be prevented from doing something immoral (anything from eating something while in a supermarket to littering to killing someone) by the parser itself. In *Dream Zone*, the above three points are critical to the successful completion of the game. What morals are the authors trying to instill in us?

More than anything, it was this that bothered me the most about the game. And perhaps others, judging from Baudville's self-rating of "PG-13" in their advertisement/catalog of software.

But, granted, all this happens in the dream (which has become real life). Chock it up to the illogics of the dreamworld.

Dream Zone is set up similar to the Mindscape adventures, in that most of what you'll need to do is on the screen; there's a minimal need for typing. Unlike the Mindscape interface, however, *Dream Zone*'s contains too much information, particularly at the verb window. In Deja Vu, et al., the entire vocabulary was eight verbs, completely eliminating the need for typing commands. In *Dream Zone*, there are nine verbs displayed, with six others waiting in the wings (by double-clicking on one verb you get either a variation of it or a second verb). You end up typing more often than taking

advantage of the displayed verbs. Typing is a chore, too; the keyboard response is slowed down.

The music is excellent. Several seconds of a tune are played and then repeated. There's a separate score for each area you visit. You can toggle this feature.

The graphics are superb, the type of cartoonish graphics you'd expect to see in a dream. You begin the game in a black-and-white world (digitized pictures) which changes to full color (cartoonish drawings) once you begin dreaming--a nice twist and homage to The Wizard of Oz, right down to the way the demon dies. However, the graphics are static (with bits of looping animation in the cartoons), meaning what you do doesn't affect the picture (although this frequently happens in the text, too). If you kill someone, he'll still be smiling in the picture as if nothing happened. The exception is inventory objects, things that can be picked up, dropped, and manipulated. They're always boxed in the lower left corner of the picture. A feature called "visible objects" can be turned off so you don't see those objects, presumably to make gameplay harder. There's no hint of objects even existing until you "look around," so you might as well keep "visible objects" on and save extra steps.

The back of the box states one of *Dream Zone*'s features is showing a "panoramic view of surroundings." All you get is the direction you're facing. Too bad Baudville didn't explore this further and give us the ability to view surroundings from all directions, the definition of a panoramic view.

The back of the box also exclaims "hundreds of locales [in your dreamscape]" and "misleading riddles." I doubt there are even a hundred rooms, much less locales. And I've still yet to count one "misleading riddle."

Ah, the dangers of back-of-the-box advertising.

Dream Zone deserves to be much more than it is. The plot fumbles because there's no story, just sequence after sequence with hardly any understandable purpose of what to do. The puzzles aren't intelligent; instead of getting the "ah-ha!" and "ohhh!" feeling once solving a puzzle, you question why that was the answer. And *Dream Zone*'s puzzles mainly consist of finding which character to give an object to. All the objects are used; there're no red herrings in the game. Taken from a dream standpoint, it

would be logical if there's no concrete plot. But it's the type of logic that doesn't make sense because it makes too much sense. It only acts as an excuse, making you feel slightly used and cheated.

Dream Zone still has a lot of potential--as a sequel.

Dream Zone ($39.95) from Baudville runs on all color Atari STs and comes on three single-sided disks. It is not copy protected and can be run from the hard drive, provided the MUSIC.PRG file (located in the AUTO folder) is run first. Version 29806 was reviewed.

Characters

Watch out. In the bar, you'll hear someone say something that, because of a misspelling, will be misinterpreted and will mislead you (perhaps the missing "misleading riddle"?). The other misspellings in the game are somewhat more decipherable.

Brother: Bribes usually work.

Captain: He'll take you anywhere you want to go, provided you can give him directions.

Crowd: They need some incentive to go through the hassle of the DOI.

Demon: Secret message of the lapels!

Drunk: Violence is sometimes the answer.

Emperor: Does he have clothes?

Fox: Got some grapes?

Girl: I propose you don't let go of this one!

Grajunk: He's teething.

Hairy: She's one hairy mother, ain't she?

Jacque: He's a barrel of laughs.

John: Ask him about his teeth. Then ask him what he can do with those teeth.

Loan Shark: All right, I want 100,000 ducks in small, unmarked bills.

Moose: What kind of dream would this be without one (chocolate-colored, of course)?

Nick: The neighborhood rat who hangs around bars, he could probably show you a thing or two that would take the DOI years to duplicate.

Ninja: What would Indiana Jones do in a situation like this?

Officers: They all tend to look the same after awhile. That's what the government does to people, I suppose. Oh, shoot, could this be a wild goose chase?

Princess: It may be obscure, but her favorite phrase is, "Speak softly and carry a big stick." At heart, she's just a child.

Rambone: He's shunned by the rat community because he doesn't look enough like a rat.

Sushi: With a name like that, he must be hungry for something in an equal state of freshness.

Swordsmith: His sunburned hide could stand some protection.

Twins: What's a pair o' gumball heads like them doin' in a place like this?

Wife: Have you visited the fishing hole built for two?

Locations

Airship: All aboard! The captain's ready when you are.

Department of Information (DOI): What could've been random isn't really. Each room number isn't truly meant to frustrate you; there's a simple code in each of the characters.

Rock garden: They've got some groovy flowers here, man. Watch where you step, dig?

Objects

Candy: It's no good! It's got hair all over it.

Forms: You can ask for 'em by name.

I.D.: You may be of age, but you've got to prove it.

Key: Indiana Jones to the rescue again (cf. beginning of the first movie).

Loan: What kind of loan is it? Your wife can help you repay it.

Rock: It's royalty.

Sandwich: Those who've swapped their lunch hour for paperwork would greatly appreciate a bite to eat. And anyone answering to the name of Guardian would love a wossname, cheese sandwich, yurss.

Soap: Useful for cleaning the filthy mouth.

Ticket (Airship Terminal): Methinks you need a loan.

Tokens: Who do you think you are, Robin Hood?

Tonic: This'll put a couple hairs on your chest, boy.

Toothbrush: The secret to good relationships is good dental hygiene, or, in layman's terms, a brush a day keeps the bad breath away. It's not a bad lockpick, either!

Wafers: I wonder whose graffiti that was.

Worms: Catch any sharks lately?

Weird Dreams

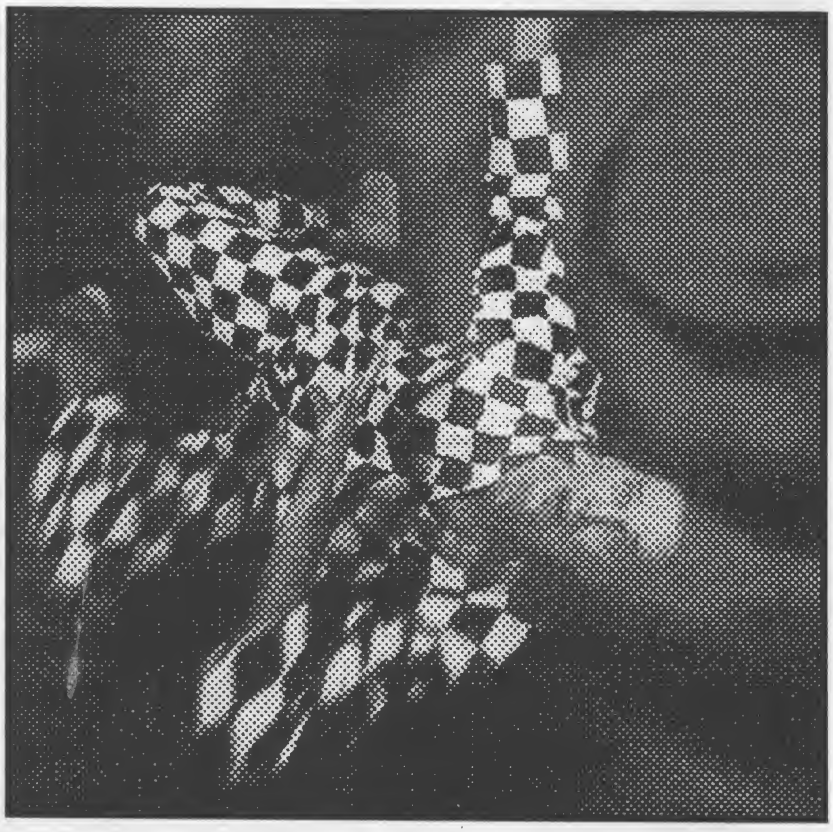
Bulging Eyeballs of Horror

Reviewed by Frank Sommers

The Hospital

What evokes more than the usual amount of "cold sweats?" A visit to the hospital, as a patient? Those of you contemplating having your tonsils out or your liver replaced should stay away from this one--*Weird Dreams*.

The action begins as you stare up from the operating table through a hazy greenish light at a circle of mouth-masked faces while you are being anesthetized. Mercifully, you then spin off into a dark, deep, blue tunnel. Everything goes black until you float down out of the air, in your checkerboard colored pajamas, into a giant cotton candy machine. As you gawk about you, a huge churning rod tries to make candy out of you as it smashes into your head. With a cry of agony your eyeballs bulge and burst out of their sockets. You're back on the operating table, with the sharp beep....beep of the heart monitor pinging away at your subconscious.



Such is the "tame" beginning of a weirdly addicting, haunting game that depends on timing, quickness and, above all, positioning if you are to survive. As the icon showing your heart rate at the top of the screen suggests, every time you fail a particular sequence, the result is a real-life elevated pulse. And at every failure it is eyeballs bug-out time.

A Common Mistake

Once you've deciphered your escape route from the "Candy Machine," you materialize in an amusement park. A giant bee, waltzing on it's tail and hooked on cotton candy, comes after you, hoping you'll bend and put down some of the orange globs of the stuff still clinging to you. You either do that or he suddenly "prongs you" with the toad-sticker of a stinger on his tail and your eyeballs are on the wing again. Once you've escaped the candy churn, if you lose one of your five lives you then rotate from the operating table to a rotunda of mirrors with mirrored panels to walk through to your next dream. Once all lives are lost, you're there on the table again, but there is no pinging now. The heart monitor is a flat silent line and you is "gone." Start over time. But the candy churn holds no terror for you; after all, you've been there and escaped. After being clubbed by the churn-rod a time or two you realize it was a mistake to be so complacent. This is a game of exact timing and positioning, and sure execution. And now you're fired up to defeat the bee and continue your pilgrim's journey through the corridors of a mind transfixed in one long nightmare.

A Short Journey

It can't be that difficult. There are only 16 different "dreams." With a little concentration, you should be able to complete "the journey" in two or three sessions. There's even a book of hints that you are urged to use "only as a last resort," noting down the price of each hint and being instructed to total up your bill for hints once you've completed the entire game. The sum constitutes the fee "For Psychiatric Services Rendered." The fees in the first several scenes total about $50 a dream, but, as you progress, the cost of hints for one of the more onerous nightmares can go over $100. You also receive a diagnosis based on your

fees. At the $500 level it is "definitely a few problems here." At the $900 level, "shock treatment mandatory." How can anything seemingly as fatuous as this get your pulse up?

But it does. The bright colored graphic of a bed of red tulips seems serene until, once in range, the heads turn into gnashing, slashing molars that tear your head off. Once you've learned to beat them down with a nearby stick, you're halfway to the next dream. Halfway because the slightest mis-cue will cost you your head; and yet hurry you must, you discover. For after a period of slashing at the tulips without escaping past them, you're overrun by the whirling razor sharp blades of a lawnmower, that slices you up into a puddle of pulp including the ubiquitous eyeballs. So this dainty little flower garden scenario drives the pulse way up. You may find it even evokes, if you fail, a rasping under-the-breath curse or two. Involved, would you say? Yes, indeed!

But that's not the worst of it. Getting control of yourself and quitting the game after a reasonable time (would you say, "An hour?") is possibly the hardest part of it all. For some reason you are loath to leave that flat line, that dormant heart line monitor, inert and moribund. After all, it's you who has expired. So you push the button and the pinging starts again, like some ethereal sonar, and your pulse quickens.

The Ending?

What's wrong with the game, other than the demand it places on your always precious time? Well, the initial loading is that loathsome searching through a "novella" for the page, then the paragraph, then the line and finally the word. If you make a mistake then it's back to "Page 39.....paragraph 26.....line 9.....17th word..." If games must be protected to protect the developer's investment let them choose less intrusive systems. The protect built into the two disks of the game would seem adequate. Additionally, some may find *Wierd Dreams* too precise or too difficult to penetrate far enough into it to become an addict. You might also ask, "How does it end?" We can't really tell you. As we prepared this, we had a major break through and went from dream four to dream five, which the running score icon tells you is a 17% completion rate. But we do know that the final puzzle, number 16 is back on the operating table. One presumes it has to do with how to get off it. Good luck. From now on, even driving by a hospital will quicken your ole pulse.

Weird Dreams, $39.95, MicroProse Software, 180 Lakefront Drive, Hunt Valley;, MD 21030;301-771-1151.

Regular price: $39.95

Fonts for use with Calamus, Outline and DynaCadd

Announcing!

the introduction of a complete *high quality* yet *low cost* line of vector fonts suitable for use with Calamus and Calamus Outline!

These fonts are available in groups of three or more for an introductory price of

$29.95 Each Set of 3 fonts

All Seven Font Groups: 23 (or more)* fonts for only $150--Save Over $60! (shipping and handling included with this offer only)

Send Check or Money order to:
M-S Designs
611 W.Illinois
Urbana, Illinois 61801

Please indicate your choice of fonts!
Or Call (217) 384-8469
Illinois residents add 7.25% Sales Tax.
Add $1.50 per group for shipping/handling. Add $2.00 for COD.
Please allow 4 to 6 weeks for delivery.
(COD and Money Orders/Cashier's Checks Ship Same Day)

Note: some of these fonts were previously available as Shareware; the versions here have been substantially improved from the Shareware versions. All funds must be payable in US dollars.

Sorry, we cannot ship orders outside North America.

Calamus and Calamus Outline are trademarks or registered trademarks of their manufacturers. This entire ad was produced using Calamus and Outline. All fonts used in this ad are available from M-S Designs and are advertised here. *We are constantly working on new fonts. If you order a complete set before May 23, 1990, we will include any new fonts that are ready to go! Thus you might get more than 23 fonts!

Group # 1
Study-O
Study-O Italic
Streamliner
STENCIL

Group # 2
Baudy
Baudy Condensed
Legendary
SOLEMN

Group # 3
Cursive
WindyCity
Trumpet

Group # 4
MerryHill
Primate
Advertising Script

Group # 5
HighStyle
Gillies
GALLERIA

Group # 6
Kiddos
HoBow
Terragone

Group # 7
Old English
Old English Condensed
Rhiner Script
Gill KO

Dealer Inquiries Welcomed

Special!
Buy any two font sets and get one other set free!!
(Offer Expires May 23,1990)
Doesn't apply if you buy the "all fonts" package.

Typesetting with the ST

A Tour de Force of the Printer Driver and Fonts Menagerie

By Bill Price

Introduction

An endless number of questions from frustrated ST users has driven writing this tour of the printer driver/ point sizes, kerning, line leading, font, word processing, desktop publishing morass. For those who have not delved into the world of typesetting and its type faces, point sizes, kerning, line leading, etc., it is a complex subject of differences and incompatibilities. Comparisons with the Macintosh put the lack of ST standards into sharper focus because Mac's designers did things right in the system architecture. Also related to fonts and printer drivers are the functional capabilities of desktop publishing and word processing applications. This is another arena, but it is one that must be preceded by selection of those applications that produce the right quality of typography and support the printer(s) required for publication production. Still another field for a separate tour is the printers themselves. Without delving into this area, let's proceed with fonts and printer driver considerations as the first step in selecting a typesetting application--either desktop publishing or word processing. Unfortunately, competing font and output capabilities and their incompatibilities force you to make a choice. Depending on the choice, the goal of inter-operability may have to be sacrificed. This tour will minimize confusion, and it will help lead to the choices that meet a range of needs in both quality and cost.

Essential Capabilities

Printer drivers and fonts are essential to every software application that purports to produce typeset quality. With the onset of desktop publishing, high quality fonts, a wide variety of styles and sizes, and multiple printer drivers became fundamental to word processing, desktop publishing, and other high quality presentation applications. The more you use both ST and Macintosh software, the more you will appreciate, even tout, the Macintosh architecture and the way it handles printer drivers and fonts. They are unified with the system and compared to the ST, incompatibilities are almost non-existent. There are two types of printer output capabilities for text:

- Monospaced, ROM-based fonts internal to the printer.
- Proportionally spaced graphic fonts from disk or ROM-based fonts.

Text files produced for output with a printer's internal fonts, can also be converted or imported to desktop publishing systems for styling and production of typeset copy. However, most ST publishing applications do not provide the reverse facility to filter a file, containing typesetting styles and formats, and produce neutral, ASCII text. Since most desktop publishing or word processing files with imbedded type styles and formats cannot be exchanged with other applications, this capability to produce neutral and interchangeable ASCII text files can be important. For example, you may wish to take an article that has been typeset for publication and upload it as a text file to GEnie or Compuserve.

For fonts generated internally by printers, those produced by the HP DeskJet and laser printers are superior in quality to those from 9 or 24-pin dot matrix printers. At 300 lines per inch, the DeskJet and laser output is comparable to daisy wheel copy with the added capability of producing graphics.

Also related to internal printer fonts are plug-in font cartridges for the HP and compatible laser printers that give proportional spaced output of typeset quality. However, only ST Word Perfect currently provides support for these cartridges.

Most of the ST's publishing systems use disk-based or soft fonts that are produced on the printer as graphic images. These proportionally spaced graphic fonts generated by software include: 1. GDOS 2. *Ultra Script* 3. Compugraphic/*Calamus* 4. *PageStream* 5. PostScript

Mono and Proportional Spaced

Mono spaced and variable or proportionally spaced font output are substantially different. Most output from a printer's built-in ROM fonts is monospaced with either 10, 12, or 17 characters per inch, and each character occupies a fixed amount of horizontal space regardless of its width or body size. Excepting publishing applications, most programs display characters on the monitor in fixed space at 10 pitch or ten characters per inch. GDOS and other typesetting programs are different in that horizontal space occupied by characters is proportional to their widths. For example, the small letter "i" will occupy less than 20 percent of the horizontal space required for a capital "M." To achieve this variation and proportionality, GDOS and other type faces are output to the printer as graphic images of the

characters. Because of variations in character spacing, text produced with graphic font applications has no relationship in line length to text produced with the printer's fixed space fonts.

If a GDOS file, as viewed on the screen, could be produced using the printer's internal monospaced characters, the line lengths would vary widely leaving substantial ragged right edges. Some typeset lines with many wide characters such as "M," "W," "O" etc. would probably, in comparison, be broken into two lines of monospaced print. And other lines with narrow characters like "i," "l," and "t" would be much shorter in length.

Furthermore, graphic fonts can be varied in vertical height or point size where monospaced printer fonts are usually produced at a constant 6 lines per inch in roughly 12-point size. With points measured on a basis of 72 per inch, typeset characters can vary in height from 4-points to well over 200. Variable spaced graphic fonts and internal monospaced printer fonts are two separate worlds of output. There are no relationships between line lengths, even when margins are the same. And depending on differences in point size or height, there will be no relationship in the number of lines per page.

GDOS applications could be furnished with monospaced screen fonts to represent output comparable to that of the printer's built in 10 pitch character sets, but only one of these applications, the new version of *Word Up*, currently provides this capability. Since "typewritten" output cannot be produced by other GDOS applications, these otherwise excellent featured programs may be limited for some users.

Incompatibilities

Printer driver and graphic font incompatibilities between GDOS-based applications, *Page Stream*, *Calamus*, etc., present ST users with a variety of unique but mutually exclusive choices. The ST is basically akin to the IBM DOS world in this respect. Most every application program must have its own printer drivers and fonts, and these drivers will not work with other applications. If *ST Writer* has an HP Desk Jet driver, and 1st Word does not, the *ST Writer* driver cannot be used with the latter. Printer drivers are unique to each application!

The same incompatibilities do not exist between the various GDOS-based applications. Fonts and printer drivers furnished with one application should be usable by others, and should is emphasized.

But the low graphic quality of GDOS fonts and the lack of point sizes and different font families present limitations to production of publication quality output. The tragedy of GDOS applications like ST *Microsoft Word*, *Word Up* and *Word Flair* is that they can only produce GDOS graphic font output--they cannot send a text file to the printer and use the printer's built-in ROM fonts for output. Therefore these systems, excepting *Word Flair*, are not usable for normal "typewritten" printing where the printer's internal fonts can be more acceptable than those produced by GDOS.

ST Architecture

Despite its Mac-like interface, the ST handles fonts and printer drivers much like the IBM PC. These resources are provided with each application, not by DOS or TOS. Outside graphic applications like *NEOchrome* and *DEGAS*., early generation software for the ST relied on the standard 10 pitch font for monitor display, and applications developers simply supplied a printer driver to transmit the appropriate ASCII character codes and format controls to the printer. Dominant printers in the market were the Diablo 630 daisy wheel, and compatibles, and the Epson dot matrix; so most drivers were written for these output devices. An important distinction, compared to a Macintosh, is the uniqueness of printer drivers and fonts to each ST application.

Macintosh Architecture

In the Macintosh scheme, printer driver and fonts are installed as system resources. Drivers, similar to Control Devices (CDEVs), are placed in the System Folder, and fonts are installed as an integral part of the system with Font/DA Mover. On the Macintosh, part of the operating system resides in ROM as hardware, and part resides as disk-based software that is loaded into RAM on boot-up. When fonts or desk accessories are installed in the disk-based part of the system, they are written to the system file and become an integral part of the software.

Printer drivers and fonts, on the Macintosh, are available from this disk loaded part of the system to all applications as a central, shared, system resource. Very few applications require their own printer drivers, and only a few specialized typography or graphics programs have their own fonts. Since most applications software is written to access the printer and font resources from the system, Apple supports development standards, and applications programmers rely on these standards for this shared access. On first appearance, you may be impressed that this simplifies software development, but on further consideration the simplicity and ease presented to the user also becomes profound. It's almost a no-hassle operation for font selection and printing.

Necessity for Standards

Initially, Apple provided its own Imagewriter and Laser Writer drivers with the system along with Chicago, Geneva, and Monaco fonts, used for screen displays. Because there were standards for installing and accessing these resources, third party developers began to furnish other printer drivers and fonts-

–notably high quality PostScript fonts from Adobe Systems for use by desktop publishing applications. Also, the system is capable of handling two types of fonts––bit mapped and outline. Chicago, Geneva, and Monaco are bitmapped; they are formed by a pattern of dots, pixels, or bits that are mapped onto the screen and printer.

Outline fonts are drawn from a set of vector and bezier curve data for each character in a font. To that end, one set of data is used to mathematically scale the output size upward or downward. Fonts can be drawn from 4 point size to over 200 points, and they can be turned to bold or slanted for an oblique representation of italic. But with bit mapped fonts, a separate set of character patterns must be created for each point size required, and with many fonts the size needed is often not available. To that end, GDOS and Macintosh bitmapped fonts are similar.

Outline or vector drawn fonts offer more variety in sizes, and with a single set of font data, they conserve disk space. However, drawing and scaling these fonts is process intensive, and for that reason PostScript printers have their own 68000 series processors. PostScript or outline fonts are also device independent and can be produced on any output device––laser printer, plotter, photographic typesetter, film recorder, etc. with a PostScript controller board. On the other hand, GDOS fonts must not only be created for each point size required, separate sets must also be designed for different types of printers such as 9 and 24–pin dot matrix, and 300 line per inch laser printers.

Font Processing

Make no mistake about having a processor in the printer. Processing either bitmapped or outline fonts for page output is horribly process intensive with many floating point arithmetic calculations. Atari touted its SLM–804 laser printer as a "brainless" solution to printing. They posed the question to prospective buyers, "Why have a computer in your printer when you already have a computer; so let your computer do the processing to drive our low cost laser printer." This approach is seriously flawed. Since drawing high quality outline fonts is process intensive, your computer will be dedicated (stolen) for the printing task.

The Motorola 68000 processor operating at 8MHZ is painfully slow for this type of operation. Printing a single page can take up to 9 minutes or longer and during that time your computer is not available. If you are printing a multiple page document, start the job and plan on seeing a movie.

And there is an even more severe limitation with the SLM–804. It must be driven through a DMA configured connector, and thus, with its bare–boned structure it is unusable with other computers such as a Macintosh or IBM PC and compatibles. Although Diablo compatible, it has limitations in use with other printer drivers excepting the recently released Laserbrain, which gives Epson compatibility. Atari did introduce a design innovation by driving the printer through a fast 10 megabit per second DMA port. In terms of speed of throughput, it outperforms any printer driven through a parallel or serial port.

Enter Destop Publishing

Apple teamed with Adobe Systems and Aldus to introduce typesetting and desktop publishing. Computerized typesetting had been introduced more than two decades earlier, but it had been limited to large mainframes, a la IBM–S/360, and expensive photo typesetters like the RCA VideoComp. Many corporations could not justify the high investment.

Apple's Laser Writer and its Canon engine dropped the price of an imaging or printing devices from over $500,000 to $6,000. There was also a greater drop from the price of a mainframe to the Macintosh desktop computer. But the key was Apple's graphic based system with a mouse and object oriented execution of program functions. Adobe introduced PostScript fonts that gave a screen representation of the typeset product. The development of *PageMaker* by Aldus was a direct outgrowth of the Macintosh's graphic and object oriented architecture. It provided a much simpler point–and–click method of applying formats and styles, and with Adobe's fonts displayed on the screen, WYSIWYG or "What You See Is What You Get" was born.

Adobe's fonts had a more far reaching market appeal than the technology provided by Apple and Aldus. PostScript became a defacto standard in the industry, and to the credit of Adobe, it provided that standard when no one knew they needed it. Adobe's fonts are high quality representations of the classic fonts used throughout the publishing industry, and these fonts were designed and executed by skilled artisans that are, in their own rights, Renoirs or Rembrandts. The PostScript printing language and PostScript fonts are now just as much a standard as are DOS and Epson printers.

The ST's Split Personality

When the ST, with its Mac–like interface and mouse operation, was introduced, it became a more logical platform for desktop publishing than an IBM PC with its clumsy and complicated command language. Soft Logik broke ground with *Publishing Partner* and enlightened Atari to the ST's desktop publishing potential. Fonts and laser printer drivers were needed; so Atari introduced its non–intelligent, "low" cost SLM–804 and Graphic Device Operating System––GDOS. But Atari was trapped between the Mac and PC architectures. The ST became half Macintosh and half IBM PC in its approach to typesetting.

GDOS--A Quasi-Mac Approach

GDOS was a good but half-baked and ill-implemented idea. The good side was the concept of providing a central system resource for fonts and printer drivers to be shared by all GDOS-based applications. This would entice third party development of richer software, and it would promote sales in a new market niche. The bad part is that GDOS fonts were bitmapped rather than outline or vector drawn like PostScript--a step backward. Fonts not only had to be produced for each point size, they also had to be produced in different resolutions for 9-pin, 24-pin, and 300 line per inch printers. An already borderline concept then deteriorated with implementation. The design and rendering of fonts was hurried and pitiful.

Font design is the property of artisans and not technicians or budget compromises; so the implementors of GDOS fonts were constrained in making acceptable copies of existing fonts frequently used by the publishing industry, namely Helvetica (GDOS Swiss) and Times Roman (Dutch).

Somehow Atari managed to sell the GDOS concept to several developers, but Soft Logik refused to use it for their original *Publishing Partner*--the first desktop publishing system for the ST. Timeworks was among the first to follow Atari with its GDOS-based *Desktop Publisher*. But GDOS had been so poorly implemented by Atari that Timeworks had to develop its own version, and it is different in some respects from other GDOS applications that have followed.

Atari's *Microsoft Write* was also GDOS based. Delayed by development of GDOS, after its introduction it was instantly dropped with no further support. *EasyDraw* appeared with its improved version and fonts, soon followed by *Word Up*. Although GDOS fonts and printer drivers can be exchanged between most applications, it is not a copy-the-files and run operation. An installation procedure is required to select the right fonts for the target printer, and screen display. And once installed, different printer drivers cannot be selected from menus inside the application. A new installation must be made.

This is another part of the half-baked ST concept. The Macintosh architecture does allow switching between printer drivers using a drop-down Chooser menu. Part of the ST's problem is created by bitmapped GDOS fonts that are designed for each type of printer resolution. When the system is installed for an application and the type of printer to be used, the driver is selected and companion font files are written to a directory or ASSIGN.SYS file. The selected font files and their drive and folder location are identified by the ASSIGN file. This installation process must be repeated if you wish to use a different type of printer.

Not only is this time consuming, it is cumbersome because installation procedures for many GDOS publishing applications are different. Furthermore, only one ASSIGN.SYS file can be in the root directory of a hard disk; so if you are operating from hard disk and want to use multiple applications such as Timeworks *Desktop Publisher*, *Easy Draw*, *Touch Up*, *Word Up* or *Word Flair*, or if you want to use more than one printer with any application--each requiring its own ASSIGN.SYS--you have chaos.

GDOS Solutions

CodeHead was first to address this problem with *GDOS+ Plus* which allows installation of multiple ASSIGN.SYS files for different applications as well as printers. This utility requires each file to be renamed to avoid conflicts, e.g. DTP.SYS, EASY.SYS, W_UP.SYS, etc. When the hard disk is booted, *GDOS+ Plus* presents a menu for selection of the SYS file to be used. If you subsequently want to switch to another program or printer, the system must be rebooted and the appropriate SYS file selected. Applications will not load if they can't find their SYS file. These gyrations simply underscore the GDOS morass that must be hurdled and then only to achieve an output that is on the low end of quality.

ST Applications and Fonts: GDOS Applications

If higher font quality from GDOS applications such as Timework's *Desktop Publisher*, *Word Up*, and *Word Flair* is desired, Imagen has provided an interface with *Ultra Script*, producing PostScript like output. Furnished with the *Ultra Script* program and fonts is a PRINTER.SYS file that can be installed with these GDOS applications. Associated screen fonts represent those available on a LaserWriter PostScript printer and include Times, Helvetica, Avant Garde, Bookman, New Century Schoolbook, and Palatino. In an application such as *Desktop Publisher*, these fonts will be displayed on the monitor as a document is being prepared. When PRINT is selected, instead of directing output to the printer, the document is saved to disk as an EPS file. This type of file, like those saved from *Page Stream* and those ported from Macintosh applications, can then be printed with the *Ultra Script* program to produce high quality copy.

Page Stream

The failure of GDOS has led to confusion in the ST marketplace. The fact that Adobe provided a viable standard with PostScript still hasn't been discovered by Atari, but the weakness of GDOS was readily recognized by Soft Logik and avoided because it did not produce the ease of use and quality desired. Soft Logik instead furnished its own fonts and drivers with *Publishing Partner* and its upgraded successor, *Page Stream*. Although not the quality of Adobe's PostScript fonts, those for *Page Stream* are better than any of the various GDOS renditions. And to Soft Logik's credit is

the keen insight to support PostScript. Their printer and screen fonts are facsimiles of Adobe's standard PostScript fonts used in the Apple Laser Writer. They can be printed in reasonable quality to a non-PostScript printer, or *Page Stream* can print directly to a PostScript or compatible device. Unlike GDOS, different printer drivers can be selected from within *Page Stream*. These features give an advantage over other ST desktop publishing systems.

Calamus

Calamus introduced new fonts with its powerful desktop publishing system embracing features and capabilities not found in other systems--ST, PC, Sun, or Macintosh. But perhaps it is too powerful. Feature rich is the companion of complexity in use, and sometimes software power is equally demanding of users' cerebral energy. The fonts for *Calamus* are a substantial leap in quality above those of *Page Stream*, and they push GDOS off the quality comparison score chart. Within weeks, a PostScript printer driver will be available to put *Calamus* on a par, in this respect, with *Page Stream* and Fleet Street 3.0. However, fonts and printer drivers are unique to *Calamus* and cannot be used by other applications.

Calamus is introducing a plethora of superb fonts from Compugraphic. This company has been around for a long time in the business with small scale phototypesetters to support medium size graphic and publishing organizations. Within the past few years, it has teamed with Agfa in Germany and has begun support of digitized or laser image fonts. Compugraphic is a major competitor to Imagen; it knows what it is doing, and it produces fonts of graphic arts quality. These fonts are based on an outline technology like Post Script. Compugraphic fonts are a close contender to Post Script in quality, with Imagen's *Ultra Script* coming in a tight next. Compugraphic could provide the central system resource in fonts and drivers for the ST.

Ultra Script

Imagen has entered the ST and IBM markets with its PostScript clone. *Ultra Script* is disk based software that processes and interprets PostScript output in the same manner as the ROM interpreter in an Apple Laser Writer. It is a full PostScript language interpreter clone with printer drivers and its own set of fonts that are reasonable quality representations of the standard Adobe PostScript fonts included with the Laser Writer Plus and II series. But they are not identical. There are differences in the slight detail and nuances that give a font its character and personality. Where Adobe may use a slight taper to match the original design, the same *Ultra Script* font may use straight, parallel lines that produce more sterile appearing characters. But make no mistake, Imagen is a serious contender in electronic publishing, their fonts are high quality, but their font library is not as extensive as that from Adobe.

Ultra Script, at the moment, is a stand-alone PostScript interpreter program with printer drivers that can be used to process Encapsulated Post Script (EPS) files and produce output on a laser printer comparable to that from a Laser Writer. These types of files can be produced with *Page Stream* by saving an EPS file to disk rather than printing it. As noted for GDOS applications, *Ultra Script*'s PRINTER.SYS will produce similar output files. The same types of files can also be produced with Mac applications running under Spectre GCR on the ST. Also, Mac EPS files can be ported over to the ST using Doug Wheeler's Transverter and then printed with *Ultra Script*.

Ultra Script processes fonts as well as EPS graphics. An EPS file is an ASCII text file containing a set of PostScript instructions that specify what fonts are to be used, spacing, and format, and how graphics are to be drawn. In some respects, a PostScript file is like a LOGO program, although LOGO is extremely simple by comparison.

All files used by *Ultra Script* must have a PS extender to be recognized by the program. When it is executed, several EPS files can be loaded into a selector box. And unlike GDOS, printers and resolutions can be selected from drop down menus--printer and font installations are not required. Once selections are made from the menus, typeset output with *Ultra Script* fonts is produced on non-Post Script printers. *Ultra Script* currently supports the Atari SLM-804, HP DeskJet, HP Laser Jet, NEC, and Epson printers.

Fleet Street Publisher

Fleet Street Publisher has re-emerged with new features and improved output support. The quick demise of its first version can be attributed in part to its abysmally poor fonts and print quality which made the system undeserving of the name Publisher. The quality differed little from that produced by *NEOchrome* and *DEGAS*. The new version includes the *Ultra Script* interpreter/printer drivers and fonts as an integral part of the program so that PostScript clone printing is a one-step process internal to Publisher. This is a significant improvement by the developers at Fleet Street and by Imagen. It gives ever so near PostScript printing quality from what is closer to the concept of a system resource. This is the type of architecture that Atari should be supporting and promoting with *Page Stream*, *Calamus*, *Word Up*, *Word Flair*, etc. Instead they are off on another tangent with *Desk Set*.

DeskSet

Some years ago, while promoting GDOS, Atari decided to stake out its position in the desktop publishing market with its own software system. This would seem to be a dangerous strategy of direct

competition to third party software developers that are so essential to supporting Atari's hardware. However, the danger is minimized because Atari has a track record of half-baked solutions, almost non-existent marketing, and discontinuance of support after a product is introduced.

Developed by G.O. Graphics, *DeskSet* has been an expensive system in the IBM PC market for some years, but it has not even been a minor contender in the desktop publishing arena. Extensive searches in available literature fail to identify many reviews, and it is also absent from many of the articles comparing desktop publishing software for the PC .

The only explanation for Atari pursuing this relationship is that it was viewed from a bookkeeping rather than a leadership mentality. Marriages between marginal partners, thinking that they can help each other, have seldom, if ever, produced excellence. So far, *DeskSet* has not received reviews of acclaim. It has introduced yet another variable in the ST market which is in desperate need of a standard. With Atari's notoriously poor marketing record, it may disappear as quietly as it appeared. It will probably follow the instant introduction and demise of Atari's Microsoft Write. Atari seems to set a limit on software investments and does not follow through by correcting flaws and adding enhancements.

SPECTRE GCR Alternatives: The Future of PostScript

One of the most exciting developments is the recent introduction of Adobe Type Manager (ATM) for the Macintosh. Adobe has fared well with its defacto PostScript standard, but predictably its greed would lead to its downfall in position. PostScript has been hardware based in that the interpreter software is ROM resident in printers. The interpreter is written for operation with a Motorola 68000 series processor. Licensing fees have been substantial, ranging up to $200,000 with quarterly royalties on sales.

PostScript has become such a valuable standard that virtually every laser printer supplier, ranging from QMS and Qume up through IBM, DEC, and Wang have paid the price to join. Hewlett-Packard, the lone hold out over the past five years, finally joined in 1989. Additionally, typesetting device manufacturers like Linotron, Compugraphic, and Varityper have also become members of the PostScript community, and plotter manufacturers are now following this standard. But for the smaller 300 x 300 line desktop laser printers, PostScript capability has added around $2500 to the price tag--part hardware costs but a major part in royalties and amortization of licensing fees.

History has clearly demonstrated that a good product, at egregious prices, not only invites but begs to be cloned. Foremost examples are the IBM PC and Epson's printers. With PostScript, it was only a matter of time. Phoenix technologies and Conograph, already at the forefront of PC hardware cloning, were among the first to attack. There have been so many clones that it is now difficult to compile a comprehensive list. In fact, a laboratory has been established for voluntary certification that cloned PostScript interpreters do perform properly in executing all the PostScript commands. This certification is similar to the Good Housekeeping Seal of Approval or Underwriter Laboratories (UL) blessing. It demonstrates the recognition that PostScript has achieved a standard to be complied with as well as cloned.

But the shot heard round the world came from Apple when it sold its Adobe stock and announced it was teaming with Microsoft to introduce a new Royal Font technology with System 7.0. Apple will provide the fonts (called TrueFonts), and Microsoft will provide the interpreter and printer drivers for True Image. Furthermore, the architecture will be open and not license fee and royalty burdened. Microsoft's position in this marriage comes from its development of OS-2 and Presentation Manager for the IBM PS-2, and its acquisition of a small company that has cloned Post Script to produce the enhanced version as True Image.

Apple's drastic move pushed Adobe to the wall, and at a desktop publishing conference in late 1989, its president challenged Apple and Microsoft. Underscoring that Adobe had consistently supported and enhanced an excellent working product for over 5 years, the contenders were characterized as "all talk" and were challenged to "put up or shut up." Subsequently, Adobe Type Manager was released as an effort to retain the market lead.

But make no mistake about the future of PostScript. Adobe may shrink in revenue but PostScript will continue to live like DOS, and it will be supported in the IBM, NeXT and Macintosh market places. The world's first and second largest computer manufacturers, IBM and Digital Equipment Corporation (DEC), have recently announced that they will incorporate Adobe's PostScript throughout their product line from PCs to mainframes. When Apple introduces its new laser printers with True Image, they would be foolish if PostScript support or compatibility were abandoned. The new interpreter will probably handle both technologies. ATM--PostScript on a Disk

ATM is disk-based PostScript interpreting software that runs on a Macintosh computer or on an ST with Spectre GCR. Unlike the *Ultra Script* clone, which can process PostScript graphics as well as fonts, ATM can only handle PostScript fonts with Adobe's Type 1 encryption used for hinting. Type 2 and 3 fonts from other providers, like Image Club, and Cassady, can't be processed.

But ATM, although a subset of the PostScript interpreter, is still a valuable asset with Spectre GCR. It offers two new facilities. Adobe printer fonts can now

be displayed on the screen to replace the ragged bitmapped screen versions. This is, in effect, the much talked about Display PostScript used by NeXT and originally promised with Presentation Manager. ATM gives a much truer WYSIWYG display, but more importantly, high quality fonts can be output and produced on non-PostScript laser printers. The quality is excellent--comparable to that from a Laser Writer II--and even the HP Desk Jet can be used for output that is equal in quality. This is significant for reasonable cost typesetting.

But there is a downside. Recall that drawing and scaling fonts is processing intensive, and with the ST's 8 MHZ 68000, output is painfully slow--over 9 minutes per page. But so is the output from *Calamus*, *Page Stream*, and GDOS applications. They are not as slow, perhaps, but they are no speed champions. With PostScript interpreting performed inside the computer, printer speed is not a factor, and to appreciate the process bound nature of font drawing, run ATM on a Macintosh SE-30 or IIci with their 68030 and Math Coprocessor. The output is incredibly faster. The same throughput rate is demonstrated by the LaserWriter II NTX which also uses a 68030 with its on-board PostScript controller. The time lost on the ST computer to this printing process illustrates the viability of an intelligent printer over the SLM-804. Despite the output speed, ATM with Spectre GCR on the ST is a clear winner in print quality.

Post Script Clones

PostScript clones offer another alternative for the ST. Unfortunately, most were developed for use in the PC environment and consist of boards that fit into PC card slots. Only a few can be used with the ST. Pacific Data has taken a different approach with design of their Pacific Page cartridge that plugs into an HP LaserJet II or compatible. Both the cloned PostScript interpreter and fonts are contained in ROM like the Apple Laser Writer, and the cloned fonts from Bitstream are of high quality. The printer must have at least 1 MB of RAM to support interpreting and layout of an entire page. Pacific Data's new entry is Mac Page, scheduled for release in the second quarter of 1990. This cartridge, for the Laser Jet, will come with supporting utility software, fonts, and printer drivers. The driver works through the serial port and doesn't require AppleTalk. The cartridge is also usable on PC DOS platforms and will probably replace Pacific Page. Features such as shading, font rotation, shadow and 3-D effects, text spirals, etc. may give more versatility in type placement than is available from other vendors.

Recently, Hewlett-Packard announced that true Adobe PostScript will be supported on the Laser Jet III, IID and low cost IIP printers. Controller boards in the II, Plus, and older printers cannot be used with the new cartridge. The Laser Jet III uses the same Canon SX engine as in the Laser Jet II, but the controller board and case have been redesigned, and significant, new capabilities have been added. HP has a new font language that enhances printing to give it the appearance of 600x600 resolution on a 300 line per inch printer. With the new controller board, an Apple Talk interface, Epson emulation, and an Adobe PostScript cartridge are being offered as accessories. Recently, Apple and Microsoft indicated they will supply a True Image interpreter cartridge with True Fonts. This makes the Laser Jet III very versatile and attractive for the ST world.

Under the Macintosh Operating System, a PostScript printer driver cannot be selected unless Apple Talk is present. But a new interface box, that emulates Apple Talk, has been developed and may be marketed soon to augment Spectre GCR. This is not needed with native ST software since applications like *PageStream* can directly drive a PostScript printer.

The Choices

In summary, GDOS fonts fall at the bottom of the list in quality of rendition, and they are limited in point sizes and variety of fonts. GDOS fonts are inadequate for high quality publications. However, GDOS may be acceptable for club newsletters and in-house organs. Although there are rumors of a new GDOS outline font system that will be similar to the vector drawn fonts used by PostScript. It is doubtful that Timeworks *Desktop Publisher* will be upgraded to use this capability. Only the newer software like *Word Flair* and perhaps *Word Up* will be revised to take advantage of the new system.

But at issue will be quality of the fonts. The success of Outline GDOS will depend on how many developers elect instead to adopt *Ultra Script* and retrofit their software for this already PostScript like system.

Several notches above GDOS are the fonts provided by Soft Logik and other suppliers of fonts for *Page Stream*. They are better quality than GDOS fonts but fall below PostScript, *Ultra Script* and Compugraphic fonts for *Calamus*. *Page Stream* offers the advantage of PostScript output and this puts it in the real world of publishing quality. Available from Soft Logik is a disk of PostScript screen fonts that give the appropriate WYSIWYG screen display and produce the correct font identifications to drive a Laser Writer or other PostScript compatible printer. Although not tested, the Pacific Page cartridge should operate with *Page Stream*'s Post Script output to make it the least costly application for high quality publishing.

Ultra Script falls next to Compugraphic and PostScript in quality. Although it is currently a separate printing utility, it has been integrated with *Fleet Street Publisher* 3.0, and the imaginative developers of *Word Flair* have indicated that it will be integrated into a new release as well as their Professional version. *Ultra*

Script could very well become what GDOS was intended to be--a central, shared system resource of fonts and printer drivers with output quality superior to that of GDOS.

Imagen should take the initiative to work with active ST software developers and implement this much needed capability and standard. An outboard *Ultra Script* box, used as an interface and processor between the ST, SLM-804 and other printers, would be an astounding development. With the *Ultra Script* interpreter and fonts in ROM, and with an outboard processor, the ST would be released from its shackles as a printer server.

By Default

If these conflicts, incompatibilities, and deficiencies aren't satisfactorily sorted out within the next 6 to 12 months, ATM and Macintosh emulation with the Spectre GCR may well be the final ST solution for high quality typesetting. ATM produces PostScript output to high resolution printers such as the HP DeskJet, HP LaserJet II and IIP, and compatibles like the excellent Brother HL-8e.

Mac applications like *Page Maker* and *Ready, Set, Go!* are much richer in features, polish, and ease of use than similar applications on the ST. Even the new Mac Write II, with the ability to incorporate graphics like the preceding powerhouses, offers rich word processing features. Screen refreshes are also faster and smoother with Macintosh software, and a major feature not found in ST desktop publishing applications is automatic screen scrolling when dragging the cursor to the right or bottom edge of the screen.

Adobe's PostScript fonts are expensive, but they do offer the best in quality and a variety of standard type faces essential to publishing. Coupled with an HP Desk Jet Plus, which is now being offered for $450 after factory rebate, this is a superb, reasonable cost solution. However, the best in quality is still a true Adobe PostScript printer, if you can afford the cost. They are dropping in price, but the only ST software, at the moment, that can take advantage of these printers is Soft Logik's *Page Stream*.

Typeset Quality

On the Spectre/Macintosh side, the Apple Talk box or emulator, under development, will allow connection of a Laser Writer or other AppleTalk/PostScript printer, so that it will interface with the Macintosh Operating System. At present, the only way output can be produced is to upload or dump an Encapsulated PostScript (EPS) file through the serial port to the printer. This is the same two step process used with *Ultra Script*. With an Apple Talk emulator, Specter GCR will give the ST full PostScript capabilities.

Printed output continues to be one of the major uses and even reasons for many computers. If publication or typeset quality is desired, the first step in selecting the right software is to define output requirements with respect to quality, type sizes, styles, and font variety. Compare samples of the fonts and sizes. Type should be crisp, smooth on curves and diagonals, well shaped and proportioned with sharp edges. Examine typeset copy for character spacing and the look of italic and bold faces. Italic should look that way and not as an awkward oblique or mathematically slanted representation. Various software packages can then be assessed as to how well their functional features for styling, formatting, and text editing support these requirements. Normally, the next step would be to select the hardware that can be used as a platform for the software that best meets your requirements; but since most of us have already chosen the ST, that decision has already been made. However, there is a bonus with the ST that comes in the form of Macintosh emulation with Spectre GCR and IBM PC emulation with pc ditto II, PC Speed, and PC Supercharger.

Macintosh software and ATM offer the highest quality and flexibility across these three platforms. The PC option should only be considered if compatibility, features, and familiarity with Ventura Publisher are essential. *Page Maker* operating in the PC environment does not match the speed and ease of use on the Macintosh.

The Final Solution?

Perhaps the ST, with its native software and emulators, gives more options and greater flexibility than these other platforms in meeting a range of needs. High quality fonts are expensive, but competition is lowering prices. GDOS fonts are, for the most part, free. The price is a reflection on the investment in development. *Page Stream* fonts are in the $25-$30 range. *Ultra Script* and *Calamus* Compugraphic fonts range from $50 upward in sets. Basic PostScript fonts are built into compatible printers, and additional font families range in cost from $65-$150. Most fonts are discounted and specials are beginning to appear. The most economical approach, if slowness in printing can be tolerated in exchange for the savings, is *Ultra Script* with an HP Desk Jet Plus. Your investment will be rewarded with high quality typeset copy that will favorably compete with the other options.

For those who can afford the versatility, interoperability, and quality, the new HP Laser Jet III gives the universal answer. This printer can be used with Laser Jet or Epson printer drivers as well as PostScript and True Image. It will process GDOS as well as typewritten output using HP's internal ROM fonts. Since competition forces you to choose sides, this gives an all encompassing answer that cuts across the incompatibilities. It will work with the ST, IBM PC, and Macintosh platforms and their companion software.

BATTLE CHESS

"Perestroika" Yes, But Not for Chess

Reviewed by George Hulseman

I guess it's inevitable in an era when computers are the driving force of so many changes that someone would come along and try to tamper with the age-old institution of chess.

This is not simple manipulation of rules or even the basic structure of the game, but an attempt to make cosmetic changes to an intellectual game that needs no enhancing. It's an attempt to turn an established and historic game into something that is, well, cute.

The experiment fails as miserably as its premise.

I'm referring to a computer chess program called *Battle Chess*, now available for the ST computers for about $49.95. The interesting twist with this new release is not that it has 3-D graphics (Chessmaster 2000 has already crossed that bridge). It's the 3-D animation that, I suppose, justifies the emergence of yet another chess program. And while the animation *is* cute, it is also slow and clumsy, providing nothing more than gimmickry that quickly becomes tiresome.

What saves the package in the end is that there is a two-dimensional version on disk with most of the standard features of a computer chess program for purists such as myself.

In 3-D mode, all chess pieces are represented on screen by animated characters. The king is a bearded, chubby fellow holding a scepter. The queen is a curvaceous, sinister looking woman who sways when she walks. And so on.

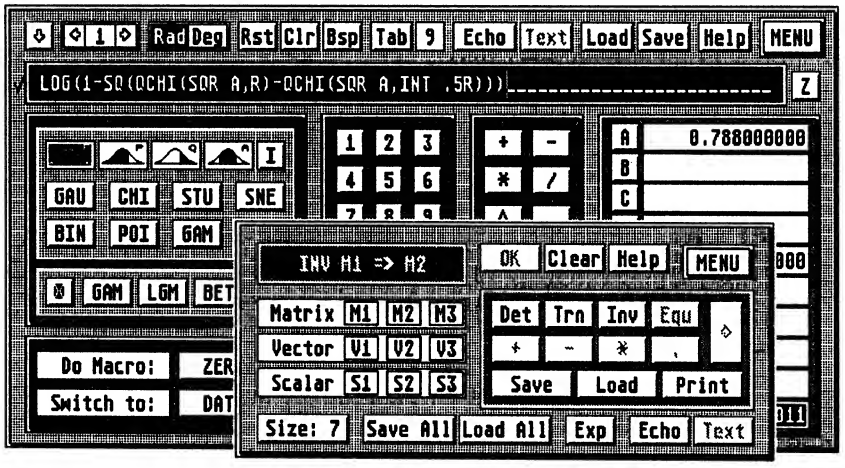
When you make a move, the chess piece actually walks to its destined square. If a move involves the taking of another piece, you'll see a deadly physical confrontation between the pieces. All this is accompanied by digitized sound that is pretty impressive in itself.

To move, you select a chess piece with the mouse and then push the button. Then, select your destination by pointing to the square of your choice and pushing the button again. The computer won't let you make an improper move and it takes into account all the rules of the game, including castling and *en passant*.

Chess movements are slow; the pieces saunter lackadaisically to their squares as if they've got arthritis or something. If a move involves the taking of another piece, an animated battle sequence follows, the outcome of which is, of course, predestined by the rules of the game.

Each battle sequence is different. A pawn's capture of a bishop, for instance, differs from that same pawn's capture of an enemy knight. Some of the sequences are pretty clever, but all involve the loading of a subroutine from disk which takes time.

If you are a scientist or an engineer, or you are learning to be one, then we have something for you!



EL CAL. The Math Machine.

36 standard functions * 44 statistical distribution functions * 12 user-defined functions * Function, histogram, scatter plots * Square, cubic equations * Numerical integration, dF/dt, equation solving * Mean, s.d., regression, correlation * Polynomial least squares * General function optimization * Data points and histogram fitting * Linear equation systems * Matrix and vector operations

* See reviews in *Current Notes* (May/89), *ST Informer* (Sept/89), *Atari Explorer* (Nov/89)

Runs on any ST (TOS in ROM) or Mega, color or monochrome.
To order, send a check or money order for $44 (p/h included) to
Debonair Software, P.O.Box 521166, SLC, UT 84152-1166
Outside continental U.S. add $5 for shipping. Utah residents add sales tax.

NEW! Also available: **MIN CAL,** smaller desktop accessory version (only standard and statistical functions, expression parser); $15 ppd. (foreign please add $3).

The sequences can get rather involved. Moves involving the rook are especially interesting; it turns from a brick tower into kind of a stony, hunchbacked ogre. Moving with the subtlety of a Sherman Tank, it thunders its way across the board, pounding each step emphatically with an evil grin to match. When capturing the queen, he does it in style. He grabs her screaming form and consumes her head first until nothing is left, and then belches with satisfaction.

Yes, sex and violence have made their way to the game of chess...

The queen is, indeed, a rather charismatic figure. She defeats her opponents using magic. Waving her arms with dramatic flare, she sends forth a stream of fire that reduces the enemy to a pile of ashes.

But by far, the most unusual sequence involves the king taking a queen. The king approaches the queen's square and circles around her uncertainly. Then she steps up to him, the two embrace and begin to kiss passionately (I'm not kidding). She removes a hidden dagger and is about to plunge it into his back, but he moves too quickly for her. He knocks her to the ground with his scepter, striking her a second time to finish her off. Yes, sex and violence have made their way to the game of chess, and all in one move, too. I might add that the duration of the above-mentioned sequence lasts nearly a minute, including disk access time. This, coupled with the time it takes the computer to "think" before making a move (more than 20 minutes on the higher levels), makes for a lengthy game.

But, as I mentioned earlier, you can switch to two-dimensional mode if you want to play a slightly faster, more serious game of chess either against a human or the computer. You can also play *Battle Chess* over the phone lines via modems (Hayes compatible) which is a big plus in itself. The program utilizes pull-down menus with the standard computer chess options such as setup mode, an option to take back moves, or have the computer offer a suggestion. There are 10 different levels of difficulty. But the harder the level the more time it takes the computer.nd.

Battle Chess boasts an opening library of 30,000 Grand Master moves, but I know of at least one chess program, *Sargon III*, for the Atari 8-bits, with an opening library of 68,000. In playing against both programs, I had much more success against *Battle Chess*, beating it soundly on levels one through five. I was finally check-mated on level seven, in a game that lasted more than three hours; the computer responds on this level after five minutes 20 seconds of "think" time per move. Sometimes the computer made obvious errors, an unusual phenomenon in computer chess programs. These and other shortcomings seem to me to be a result of putting too much emphasis on show and not enough on substance.

Just for fun, I pitted *Sargon III* on the 130 XE against *Battle Chess* on the ST (I had to input the moves). The outcome was predictable: *Sargon* not only beat *Battle Chess* in 58 moves, but it did so using much less "thinking" time. This from a program that was released for the 8-bits more than five years ago by a now defunct software firm!

Again, it becomes all too evident that the makers of *Battle Chess* opted for flash at the expense of finesse.

While *Battle Chess* has its good points, it fails miserably on several significant points. Its animation sequences are simply too cumbersome and inappropriate for any long-term enjoyment. The computer takes too long to respond on the higher levels and does not "think" between moves like other chess programs do. As a result, it does not play a very good game of chess. If you're looking for a good chess program, look elsewhere.

Can You Afford Not To Be On L&Y'S Mailing List?

Last month's specials

Alice Pascal	$19.99
KCS Level II	$59,99
Microsoft Write	$19.99
AC Fortran	$19.99
Master Cad	$19.99
Boulder Dash Const. Kit	$ 1.99

L & Y Electronics Mailing List

Receive Flyers on New Products and Possible Catalog

Name_____

Address_____

City_____ State _____ Zip ____

Telephone #_____

Type of Computer_____

L & Y Electronics
13644C Jeff Davis Hwy.
Woodbridge, VA 22191

(703) 494-3444
Metro 643-1729
FAX 703-494-3663

Please leave fax number to receive fax mail

BALANCE OF POWER

The Epitome of Geopolitical Meddling

Review by Donald Elmore

Let's do this backwards! My bottom line on *Balance of Power* is "BUY IT!!" If you are a serious student of the post WWII geopolitical developments, if you prefer global strategic simulations that involve nuclear brinkmanship over shoot-em-ups, if you've always had a secret desire to meddle in world politics and shift the balance of power (no pun intended) into your court, then this is definitely a game for you.

Having gotten the main purpose of this review out of the way, I am now faced with the challenging task of producing a comprehensive, yet easily understood review of *Balance of Power*, and doing it within the meager space allocated by Messrs Waters and Sommers!

Crawford Does It Again

Chris Crawford's *Balance of Power* is (as the box art humbly claims) "The most sophisticated strategic simulation in America, other than Pentagon war games..." It is marketed by Mindscape, Inc., 3444 Dundee Road, Northbrook, IL 60062 and lists for $49.95 (but can be found for less, see the various ads in this magazine). *Balance of Power* plays on both color and monochrome systems, and because of the amount of data involved, comes on a double-sided disk.

Basically, the game is about the balance of geopolitical power in the post-WWII world (focusing on eight years between 1989 and 1997). You can be the President of the United States of America or the General Secretary of the Soviet Union. You can select a human opponent (if you have one) or have the computer play the opposing role. A game consists of eight "turns," with each turn representing the period of one year. *Balance of Power* comes in four basic flavors (levels), Beginner, Intermediate, Expert and Multipolar.

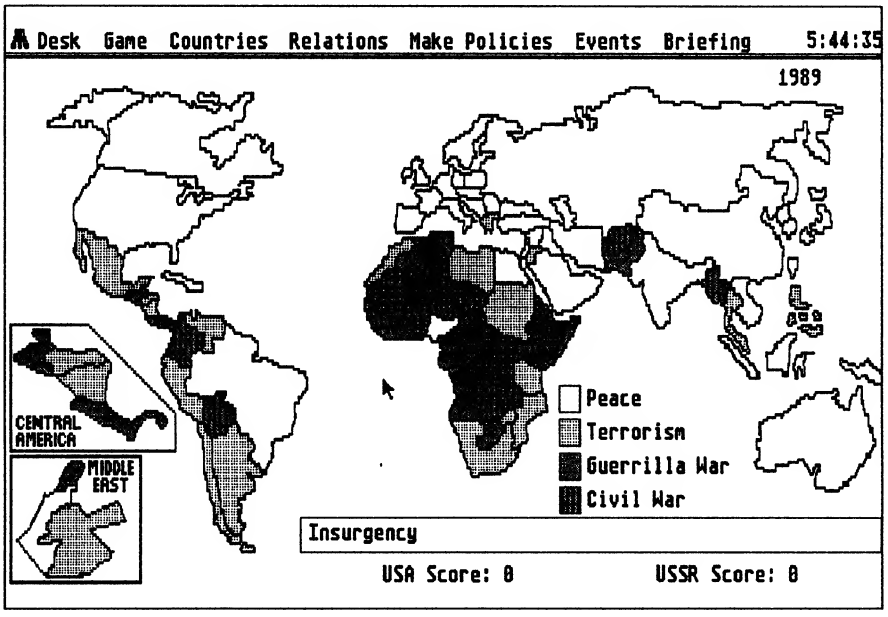
The Beginner Level

Let's start off as the manual recommends; the Beginner level with you being the President of the United States and the computer playing the role of the Soviet General Secretary. You begin by calling up the appropriate map (screen) in order to see what is going on in the world and try to determine what the Soviets are doing and what you can do to neutralize their actions. The object is to win more geopolitical prestige than the Soviet Union by the end of the game (without causing a nuclear war).

Through the first three levels, *Balance of Power* is bipolar in structure, with the world generally divided into right-wing groups and left-wing groups. The right-wingers tend to lean towards the USA and the left-wingers towards the USSR.

After initiating those actions you choose and questioning the Soviet initiatives you want to question, if the situation hasn't escalated to the DefCon 1 (nuclear holocaust) level, you signify the end of that particular turn. The program, using some very sophisticated and complex algorithms, compares your actions with those of the Soviets and awards points accordingly. If at the end of eight turns, you have accumulated more points than the Soviets, you have won. A 200-point margin at the end of the game is considered a close game, while winning by 600-700 points (or more) is a big time win for you!

So, how does one get lots of points? By handling crises better than your opponent does. In fact, the instruction manual states (in bold text), "Crises are where the game is won or lost." A great deal of importance is placed on your evaluation of (and behavior during)



a crisis. The decisions you make and the signals you send your opponents can range from what is perceived as "saber-rattling," escalating on, via diplomatic notes, to crises, then on to military crisis situations, and, finally, if no one backs down, to nuclear war at DefCon 1. Naturally, backing down at any stage costs prestige points, but the higher you escalate events, the more prestige you lose when you opt to back off. Much of the play is like high-stakes poker; you must develop the ability to accurately read your opponent. If you have carefully laid your groundwork, you can convince the General Secretary that you are not bluffing and that you are fully prepared to go to nuclear war over any given issue or crisis. While he may well back down in that particular situation, there are times when the Soviets are deadly serious and will simply not back off, and when that happens, no one wins. I have experienced that many times.

While I found this to be an unusually complicated game, Chris has written an excellent manual and provides ample opportunities for beginners to get their feet wet without triggering a nuclear holocaust. At the Beginner level, the game centers around two basic questions. Which countries are having internal struggles (insurgents or guerrillas) and what are the Soviets up to?

For the answer to the first question, check the "Insurgency" menu item under the "Countries" pull-down menu. Then go to the "USSR Actions" item under the "Events" menu to find out what the Soviets are doing. In dealing with the insurgencies, you decide which of them are most important to American political interests and then determine where you want your assistance to go, to the insurgents or rebels, or to the government in power, if you opt to side with the government.

To find out just what the Soviets are doing, check the "Newspaper" and "USSR Actions" items under the "Events" menu. If you find any of the Soviets' initiatives objectionable (and you really should), you merely click on the "Question" box at the bottom of the window. This signals the Soviets that you are questioning the wisdom of their actions in a particular event and they will respond by either backing off or telling you that your objection is none of your business and entirely unacceptable. If they refuse to recant and you continue questioning their actions, a diplomatic crisis takes place. If escalation continues (neither side backing down), the diplomatic crisis evolves into a military crisis and that has only two possible outcomes. One is a major diplomatic defeat (with a tremendous loss of prestige points for the country that backs down at that level), or ... DefCon 1, a nuclear war and Adios, Baby!

So, basically, you use the "Countries" menu to identify potential trouble spots in the world, the "Events" menu to determine what the Soviets are doing, and then plan your own initiatives accordingly. These may range from allocating diplomatic and/or military aid to friendly countries or guerrilla groups, to taking issue with the Soviets over their actions that you find unacceptable.

Intermediate Level

The next level (Intermediate) is similar to the Beginner level and has similar goals. However, more realism is added because you can now destablize countries by bringing about coups d'etat. You can also prevent coups d'etat in friendly countries by assisting them economically. At the Intermediate level, the "Coup D'Etat" option is enabled under the "Countries" menu and the "Economic Aid" and "Destablization" options are enabled under the "Relations" menu.

Expert Level

The third level, "Expert," includes everything in the levels below it and adds a new and important feature, "Finlandization!" The term Finlandization comes from Finland's actions during (and after) WWII. Although Finland was Nazi Germany's ally during the war against the USSR, when the war ended the USSR did not retaliate against Finland. Still, because of Finland's pro-Nazi stance during the war, none of the Western powers sided with Finland after the war and Finland (for all intents and purposes) became diplomatically isolated. With no friends, and living in the very shadow of the USSR, Finland began to behave in ways aimed at endearing herself to the Soviet Union. So, although technically a "neutral" country, Finland is effectively under very strong Soviet influence. That means that you must factor in the Finlandization potential of any country that you deal with during the game.

In addition to all of the previous options, in the "Expert" level it is possible to pressure a country either directly or indirectly. Direct pressure can take the form of military power (spending and personnel) and indirect pressure can be brought about by providing different types of assistance to the country's neighbors (where feasible).

Soviet pressure can be counteracted by entering into treaties with countries involved. If you believe that a particular country is in danger of Findlandizing to the Soviet Union, entering into a treaty with that country guarantees US support and assistance, and might keep that country's loyalties in the Western camp. However, the concept of treaties is complex and you should approach this option much more cautiously. Treaties as well as the psychological impact of military power, your perceived image of integrity and/or ruthlessness play an

important part in the evaluation of each turn's actions.

Multipolar Level

The 1990 Edition of *Balance of Power* introduces a fourth level of play, the "Multipolar" level. This level is by far the most challenging and difficult. The lower levels are largely bipolar in nature: you against them, the white hats versus the black sombreros, etc. The "Multipolar" level also has two major superpowers, but they are only the most powerful of some 80 nations (the original version only had 62 countries to play).

While the superpower rivalry is still important, local issues can often take on more importance in this level than the superpowers. Trade suddenly plays a key role in relations with certain countries. You can attempt to influence smaller countries and then sit back and watch them escalate their relations with their neighbors into small wars. While those countries themselves cannot initiate a nuclear war, if they get into combat situations with each other, you'll have to support your friendly nations or allow them to be defeated. If you allow them to be defeated, you run the very real risk of losing prestige points--big time! If, on the other hand, you back them strongly you could easily be dragged into a superpower confrontation resulting in DefCon 1 (and Adios!).

```
Desk  Game  Countries  Relations  Make Policies  Events  Briefing        5:47:23
X                          CloseUp:  Nicaragua
                      USA Value                 USSR Value
Relationship:         Enemy                     Warm
Prestige Value:       -1                        1                  {1}
Military Aid:         {$0 million}            ↑ $400 million
Insurgency Aid:       $0 million                $0 million
Intervene-govt:       {0 troops}                {0 troops}
Intervene-rebs:       0 troops                  0 troops
Economic Aid:         {$0 million}            ↑ $2 billion
Destabilization:      No Activity               No Activity
Pressure:             None                      None
Treaty:               {No Relations}            Trade Relations
Finlandization?       Invulnerable              Invulnerable
Annual Change:        Tiny Decrease             Tiny Decrease
                      Values in {brackets} are maximum possible
Insurgency:  Rampant Terrorism -- Insurgency Growing
Govt Philosophy:    Left
Military Power:    Insignificant
Sphere of Influence:    Neither
Govt Stability:    Fair -- Weakening Slowly
Capital: Managua                Insurgency: Contra
```

Full Briefings

There is a wealth of information available in the "Events" and "Briefings" menus. Go to the "Insurgency" menu item under "Countries" and check out the insurgency turbulence throughout the world.

Click on any given country and the "Closeup" menu item is displayed for that country. "Closeup" provides a comprehensive display of what is going on in that country, from its relationship to the USA and USSR to military aid from both superpowers, to insurgency aid, economic aid, destablization efforts, pressures, treaties (if any), Findlandization tendencies, government philosophy, spheres of influence, government stability, etc. Similar such information is available for all 80 countries used in the game (hence the double-sided disk).

Oh, a word about the clever handling of the nuclear end of the world. On my monochrome monitor, my screen simply goes black and a short note informs me that I have initiated a nuclear war and there would be no pyrotechniques or pieces of bodies flying about. The message ends by stating that failure is not rewarded.

```
Desk  Game  Countries  Relations  Make Policies  Events  Briefing        5:45:58
                                                                        1989
X BackChannel Discussion                  Advisory: VietNam
In Soviet Union,                          They will        They will
Soviet government sends large             ream us on       ream us on
military forces to help VietNamese        this one!        this one!
government.
                                          They will        They will
                                          ream us on       ream us on
                                          this one!        this one!
   Previous        Next
                                          Sphere of Influence:  Absolutely USSR
The Soviet Union categorically            Insurgency:           Peaceful
refuses to alter this policy.             Rate of Change:       Insurgency Growing
                                                  USA              USSR
                                          Relation:  Cold            Close
   Challenge       Back Down              Treaty:    No Relns        Nuclr Defense
 Prestige at Risk:  0                     Milt Aid:  $0 million      $0 million
 USA Interest:  Very low                  Insrg Aid: $0 million      $0 million
 USSR Interest: Utmost                    Intrv-govt: 0 troops       100,000 troops
                                          Intrv-reb: 0 troops        0 troops
                      USA Score: 0                USSR Score: 0
```

Some Hints

Hints on playing *Balance of Power*? Hmmmm! I would not presume to try and suggest which actions can produce more prestige points, because circumstances change with each scenario. Perhaps the best advice that I could give would be to encourage you to become knowledgeable of, and familiar with the "ambience" or "feel" of international politics. You have got to be able to accurately read the Soviet messages and interpret the data provided

throughout the game. Let me give you a short example.

Save Morovia

On the "Insurgency" screen, you notice that "Morovia" has increasing insurgency activity. A click on "Morovia" brings up the "Closeup: Morovia" screen. So, let's see. Morovia has a right wing government with weak military power. According to the Relationships line, Morovia is warm towards the US and cool towards the USSR, so the government is definitely worth trying to save (especially since there is a +20 point prestige value for the US and a –10 for the USSR). We have provided some 50 million dollars to Morovia in aid, but the Soviets have given 20 million dollars of insurgency aid to the rebel "National Liberation Army," to help it overthrow the Morovian government. The flagrant Soviet destablization policy appears to be working because the government's stability is slowly weakening.

Now, what do we do? Well, we have a pretty good foothold in Morovia and we should be in a relatively strong diplomatic position to thwart the USSR's efforts to topple the Morovian government. Let's click on the "USSR Actions" item from the "Events" menu and page through the various Soviet activities.

Ahah!!! A news release criticizing USSR assistance for the National Liberation Army. Let's start by questioning that action! The response is, "The USSR sees no reason to reverse this policy."

Note the Soviet wording, they "see no reason to reverse." Considering the source, that is a fairly neutral response, no threat and little (or no) hostility, AND what's more important, no absolute refusal either! We can almost assume that if we provide a good reason to reverse their policy, they might comply.

So, let's challenge them, click on the threaten box. Well, this is interesting. Their response now is, "The Soviet policy is being wrongfully subjected to warmongering interference."

That's another rejection, but still rather bland, no abject denial and no discernible threat. Let's push on and go to DefCon 3. Their response this time is,"The Soviet Leadership has considered and rejects the hollow American rhetoric.

Oh, oh!! They didn't even blink and are apparently prepared to stand firm. At DefCon 3 we are already smack dab in the middle of a military crisis and if we go to DefCon 2, the risks of nuclear war become much greater. Crunch time!

But, let's examine closely their last response. They have considered and reject...! Well, if they are considering at this stage, it might mean that they are not as sure of themselves as they would like us to believe. Carefully reviewing all of their responses, we come away sensing a lack of firm conviction.

So, we take a deep breath and challenge again. Their answer? "The USSR responds to the imperialist aggressors with a new, cooperative initiative.

WHEW, that was entirely too close, but in the end, they blinked and we won this round--round, not turn, because there are ten or fifteen more scenarios to battle with before this turn is over!

What's the Magic Word?

As I mentioned earlier, I've played many games (at all levels) of *Balance of Power*. I've won some and lost many. While the disk itself is unprotected (so that you can make backup copies), there is a protection scheme. Very early into the game, you are faced with a message requesting you to turn to a specific page in the manual, go to a specific line and type in a specific word on that line (the fifth word, 22nd word, etc.).

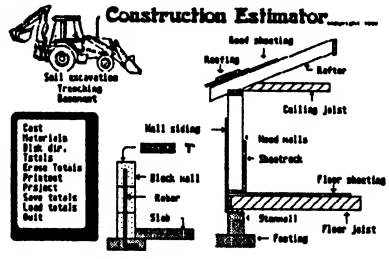
Even though the disk is not protected, I have not been able to install it on my hard drive and run it from there...but that could well be a matter of pilot error.

A Fantastic Simulation

All things considered, this is a fantastic simulation and a serious game. I understand that it is one of the favorite computer games played by the White House Chief of Staff, John Sununu. To me, that is both comforting and frightening. I hope that he is better at playing *Balance of Power* than I am...but mostly, I hope that he doesn't allow *Balance of Power* to spill over into his regular occupational activities...!

[Balance of Power, Mindscape, Inc., 3444 Dundee Road, Northbrook, IL 60062 and lists for $49.95.]

Construction Estimator



Construction Estimator 2.0
(Color or Monochrome)

Very easy to use, make estimates for house, driveway, small building etc.

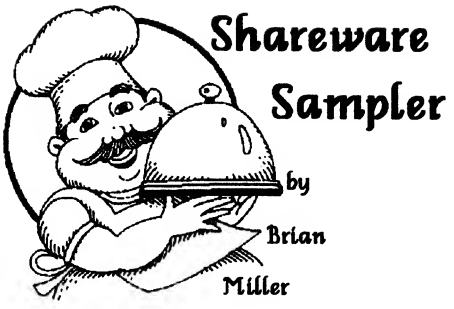
Creates quantity and cost totals

Functions include: footings, stem wall, floor slab, blockwall, rebar, ceiling and floor joist, woodwalls, floor and roof sheeting, cut & stack roof, sheetrock, roofing, soil excavation.

ASCII file save & load. Also creates LDW Power compatible files so you can use a spreadsheet to further modify your estimate.

$39.95

Michael C. O'Massey
9910 U.S. 395 North
Reno Nevada 89506
(702) 972-3659



Little Green Selector

by Charles F. Johnson

Have you ever been bested by the original Atari File Selector? When I first purchased my ST, I thought it was easier to use than having to type cryptic DOS commands. However, I soon learned that DOS gave me greater flexibility in navigating directories and in executing commands.

Though the Atari File Selector was Macintosh-like in appearance, it had some definite limitations. More than once, I have given up in despair as I have tried to switch directories or drives with the file selector. I consider it quirky at best.

A growing number of ST users have overcome the limitations imposed by the original item selector by trading up to the newest version of TOS. Others have purchased commercial programs which offer many enhancements. I have not been tempted to take either step. Some time ago, I began using the START selector which was included with the disk version of START magazine.

I found the START selector eliminated many of the problems I ran into while using the Atari file selector. Fortunately for those who missed out on the START selector, there is great news. The greatly improved, Little Green Selector is distributed as shareware and is widely available. You can probably find it on a Bulletin Board system near you. It is included on disk number #374 of the Current Notes Library.

Both the Start Selector and The Little Green Selector were written by Charles F. Johnson. The cost to register this program is $15.00. Mr. Johnson eloquently speaks for all shareware authors in saying:

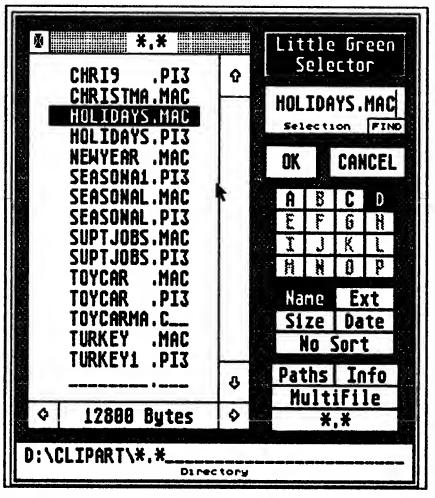
Programs don't come into existence spontaneously--the people who design them spend many hours thinking about, planning, testing, and revising their work (not to mention the years spent refining techniques and learning to use the tools). It takes a leap of faith for programmers to release the fruits of their labor into free distribution, relying on the "honor system" to see some reward for their creations. I know it takes a little extra effort to write out a check and drop it in the mail, but the fact is that only you, the user, can make the "shareware" idea work. If you'd like to see more programs distributed as shareware, you have to do your best to support the programs you use.

If reading this compels you to support Mr. Johnson's effort, send your $15.00 registration fee to Charles F. Johnson (LG Selector), P.O. Box 1250, Pacific Palisades, CA 90272.

What advantages does the Little Green Selector offer over the Atari Selector? Of greatest interest to me is its ability to choose files which are on other drives. The selector has drives A through P labeled. The drives which are available on your system are clearly marked in black.

The others are labeled with grey, and cannot be chosen. If you want to switch from drive A to B, you only have to click the mouse cursor on that box, and the program reads drive B.

This process works as smoothly for choosing partitions on a hard drive system. If that was all the Selector let you do, I would be satisfied. You have probably guessed correctly that the program possesses other talents, too. I have included a few screen shots to give you a more accurate depiction of what the program can do.



The selector has a sort function, letting you display files by name, size, date, and no sort. The selector gives you the count of the files in the directory and tells you how large the file you select is.

The Little Green Selector provides a path option. It lets you choose the kind of file the selector will search for. If you choose *.*, for example, all files in a given directory will be chosen. If you choose *.DOC, the selector will only show you programs with the "DOC" extension. You can force the selector to display all the files by clicking on the *.* box at the bottom of the selector.

The Path option lets you set up to 20 paths corresponding to function keys, which the Selector will search for. This means you can have the file selector box display files within a given directory, each time you activate the box. This option makes moving around on a hard drive system much faster, since you do not have to wade through a series of directories and sub directories to get to the directory you want to see displayed.

The Little Green Selector lets you back out of a directory to the root directory by pressing the right mouse button. Version 1.4, provides a direct pipeline to

MultiDesk utilities, giving you even greater flexibility.

One feature I particularly like is the "find" function. You can type the name of the file you are looking for in the directory line and the program will search for that file.

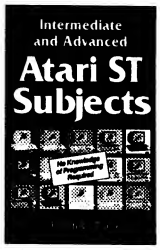
Installation is easy. You can place the program in the auto folder of your hard drive or floppy diskette to have the program load into memory at bootup time. If you prefer, you can install the Little Green Selector after you bootup. To do so, double click on the program as you would any other.

Though I have given you a fairly cursory look at this helpful utility, be assured I have been impressed with this program's usefulness. The Current Notes disk on which you can find theLittle Green Selector, includes a number of other utilities written by Charles F. Johnson including Art Gallery, Pin Head 1.4, and Demos of Hot Wire and MultiDesk.

If you would care to send a copy of a Public Domain or Shareware program that you feel deserves recognition, please do so, c/o:Brian Miller, 13848 Delaney Rd, Woodbridge, VA 22193. I will see that it is added to the Current Notes library.

Until next time, take care!!

New Book by Ralph Turner! Covers hard drive management & optimization, IBM emulators, connecting a 5 ¼-inch floppy drive, assembling a hard drive system from inexpensive components, disk structure and file recovery, SCSI ID numbers and LUN IDs, sector and file editing, binary, hexadecimal and decimal codes, ASCII file problems, escape codes, miscellaneous tips, and much more. No programming knowledge required. (Also available: *The Atari ST Book*) $16.95 + $2.00 shipping (Canada: $2.50). Check, Money Order, VISA or MasterCard. Index Legalis, Post Office Box 1822-50, Fairfield, IA 52556. Phone: (515) 472-2293



Do It Yourself Harddisk

Specs, Diagrams, Drives, Sources
Controllers, Assembly Outline
Send $10.00 Check or M.O. to:
Alien Enterprises, 2109 Avis,
Mesquite, TX 75149

FA•ST

" ICD sells a superb, excellent, wonderful tape backup unit. I love mine, and it's saved me any number of times.. There's nothing else like this in the ST world; priceless and fast."
-Dave Small, Gadgets by Small

" Using the ICD Tape Backup was surprisingly simple and faster than imaginable. It was so fast that I doubted it was real."
-John Nagy, reviewer for Computer Shopper

" The ICD FA•ST Tape system is a dream come true. The hardware works flawlessly, and the software is incredibly flexible and easy to use...it's simply the best way to back up your hard drive."
-Charles F. Johnson, Codehead Software

ICD has been backing up Atari users since 1984. With hard drives, host adapters, printer interfaces, and the new FA•ST Tape Backup, ICD offers you more! Call us for information on our products. **(815) 968-2228**

ICD

by Frank E. Kweder

(For the Atari XL/XE Computer)

Darklite

Fast Graphics 8 pattern from an Apple program published by Compute! shortly before they stopped printing listings.

```
5 REM BASED ON COMPUTE! 12/87 APPLE
PROGRAM
10 HR=319:VR=189:W=1:GRAPHICS 24:COLOR 1:POKE
710,0:POKE 711,4:POKE 709,14:POKE 708,8:RAND=53770
20 DL=PEEK(560)+256*PEEK(561):POKE DL+3,70:POKE
DL+6,12:K=PEEK(87):POKE 87,1
30 ? #6;" light AND shadows":POKE 87,K
40 XY=VR/HR:YX=HR/VR:YRAN=255/(VR/2)
50 Y=INT(PEEK(RAND)/YRAN)+0.1:X=INT(PEEK(RAND)/
(255/(YX*Y)))+0.1
60 PLOT X,Y+W:PLOT HR-X,VR-Y+W
70 PLOT HR-X,Y+W:PLOT X,VR-Y+W
80 PLOT Y*YX,X*XY+W:PLOT HR-Y*YX,VR-X*XY+W
90 PLOT HR-Y*YX,X*XY+W:PLOT Y*YX,VR-X*XY+W
100 GOTO 50
```

Hydra8

This is derived from a moire program in CN–ASM 5/89. It uses POKE 87,8 to allow you to cycle through Graphic modes from 15 down to 0, using plots to 319 for X and 191 for Y. In other words, all plotting is in Graphics 8.

```
10 REM HYDRA/8
12 GM=31:DIM A$(2)
15 IF GM<16 THEN GRAPHICS 16:END
17 GRAPHICS GM:S=PEEK(87):K=0
18 GOSUB 200:POKE 87,8:POKE 711,152
20 POKE 710,116*((GM>16)*(GM<>24)):POKE
709,218:POKE 708,66:POKE 712,0:COLOR 1:SPEED=40
30 FOR A=0 TO 319 STEP 3:PLOT A,1:DRAWTO
319-A,191:NEXT A
40 FOR A=190 TO 1 STEP -2:PLOT 0,A:DRAWTO
319,191-A:NEXT A
50 REM COLOR 2
60 REM FOR A=80 TO 239 STEP 3:PLOT
A,70:DRAWTO 319-A,122:NEXT A
70 REM FOR A=142 TO 50 STEP -2:PLOT
80,A:DRAWTO 239,191-A:NEXT A
80 FOR X=1 TO 100:NEXT X
90 TEMP=PEEK(708):POKE 708,PEEK(709):POKE
709,PEEK(710):POKE 710,TEMP
95 K=K+1:IF K>60 THEN GM=GM-1:GOTO 15
100 FOR Z=1 TO SPEED:NEXT Z:GOTO 90
200 DL=PEEK(560)+256*PEEK(561):POKE DL+3,71:POKE
DL+6,12:POKE 87,2
202 A$="":A$=STR$(GM-16):LA=LEN(A$)
204 D1=ASC(A$(1,1)):IF LA=2 THEN D2=ASC(A$(2,2))
205 A$=CHR$(D1+96):IF LA=1 THEN A$(2)="":GOTO
208
206 A$(2)=CHR$(D2+96)
208 IF GM=16 OR GM=25 OR GM=26 OR GM=27
THEN GOTO 220
210 POKE 87,2:POSITION 3,0:? #6;"GR MODE ";A$;" &
16";:POKE 87,S:RETURN
220 POKE 87,2:POSITION 3,0:? #6;" GR MODE
";A$;:POKE 87,S:RETURN
```

Liberace

About 4 years ago I just happened to stumble on a "piano" sound and decided to turn it into a little demo program. Thus, it was not inspired by Libby's recent demise.

```
8 REM LIBERACE VS. SUGAR RAY STEINWAY
9 REM BY FRANK KWEDER
10 GRAPHICS 18:A=15:POKE 708,246
20 POSITION 0,2:? #6;"PRACTICE ALONG WITH"
30 POSITION 2,4:? #6;"L I B E"
32 POSITION 2,5:? #6;"= = = = R A C E"
35 POSITION 2,6:? #6;"= = = = = = = ="
36 POSITION 2,7:? #6;"I=I=I=I = = = ="
37 POSITION 5,8:? #6;"I I=I=I=I"
38 POSITION 4,9:? #6;"_I_ I"
39 POSITION 12,10:? #6;"_I_"
45 FOR L1=-50 TO (160+50*RND(0)) STEP
3+4*RND(0):FOR L2=10 TO 5 STEP -((RND(0)*2)+0.5)
50 SOUND 0,A+ABS(L1/2),12,L2
60 SOUND 1,A+10+ABS(L1/2.4),12,L2
70 NEXT L2
80 FOR DE=1 TO 30+40*RND(0):NEXT DE:POKE
711,ABS(L1/4)+30:NEXT L1
90 SOUND 0,0,0,0:SOUND 1,0,0,0
100 FOR DE=1 TO 30+40*RND(0):NEXT DE
110 GOTO 45
```

Lissa

A lissajous program derived from several example programs. It is pretty fast, at least for this type of program.

There is color cycling while drawing. Press START for a new drawing at any time. Press OPTION for a

GTIA drawing. If nothing happens just keep pressing the button. Error trapping restarts the program when random plotting goes out of bounds.

```
5 REM LISSA(JOUS)
10 G=0:GG=0
20 GRAPHICS 31:SETCOLOR 4,6,G:COLOR 1:SETCOLOR
2,RND(0)*16,6:SETCOLOR 1,RND(0)*16,8:SETCOLOR
0,RND(0)*16,4
25 POKE 711,26
30 DL=PEEK(560)+256*PEEK(561)
32 POKE DL+3,70:POKE DL+6,12
40 POKE 87,1:? #6;"lissa START option"
50 POKE 87,8:POKE 623,GG
70 X=INT(RND(0)*309.5+4.5)
80 Y=INT(RND(0)*185.5+2.5)
90 AX=INT(RND(0)*50+5):AY=INT(RND(0)*50+5)
92 IF G=0 THEN GOTO 97
95 M=INT(RND(0)*15+1):COLOR M:GOTO 100
97 M=INT(RND(0)*3+1):COLOR M
98 X=X-(X>159)+(X<0):Y=Y-(Y>191)+(Y<0)
100 TRAP 150:PLOT X,Y
120 VX=VX+(159.5-X)/AX:X=X+VX
122 IF PEEK(53279)=6 THEN G=0:GG=0:GOTO 20
125 IF PEEK(53279)=3 THEN G=6:GG=192:GOTO 20
130 VY=VY+(95.5-Y)/AY:Y=Y+VY
135 IF G=0 THEN SETCOLOR 4,0,G:SETCOLOR
2,RND(0)*16,6:SETCOLOR 1,RND(0)*16,8:SETCOLOR
0,RND(0)*16,4
136 IF GG=192 THEN POKE 712,6
140 TRAP 150:DRAWTO X,Y
150 GOTO 120
```

Frost

From ANALOG # 12 "GTIA Expansion Demo": modified to represent frost crystallizing on a car windshield.

I moved to Florida from the Chicago area in 1984. When asked what I miss the least, I replied "scraping frost off the windshield at least 300 days every year." Therefore, this program is dedicated to all those poor people who have been deprived of this @%&!&%@@ experience.

```
5 REM FROST: BASED ON GTIA EXPANSION DEMO
--ANALOG ?/8?
10 DIM E$(90):GG=8.8
20 FOR I=1536 TO 1783:READ A:POKE I,A:NEXT I
30 FOR I=1 TO 90:READ A:E$(I)=CHR$(A):NEXT I
40 GRAPHICS
31:DL=PEEK(560)+256*PEEK(561):K=PEEK(87)
50 POKE DL+3,71:POKE DL+6,6:POKE 87,0
60 POSITION 8,0:? "FROST press start";:POKE 87,K
70 SETCOLOR 1,8,12:SETCOLOR 2,7,6:SETCOLOR
3,4,2:SETCOLOR 0,8,4
80 FOR I=1 TO 90 STEP GG:COLOR I
90 Y=INT(RND(0)*40)+10:X=INT(RND(0)*150)+5
100 Y1=INT(RND(0)*30)+150:X1=INT(RND(0)*155)+2
110 TRAP 80:PLOT X,Y:DRAWTO X1,Y1
120 PLOT X+1,Y-1:DRAWTO X1-1,Y1+1
130 PLOT X-1,Y+2:DRAWTO X1+3,Y1-2
140 NEXT I:A=USR(ADR(E$))
150 ON PEEK(53279)=6 GOTO 40:GOTO 150
1000 DATA 9,1,2,3,10,8,0,4
1010 DATA 11,7,6,5,1,2,3,9
1020 DATA 8,0,4,10,7,6,5,11
1030 DATA 0,1,80,81,160,161,78,94
1040 DATA 1,169,0,133,220,165,222,56
1050 DATA 233,1,74,133,221,144,2,230
1060 DATA 220,165,223,56,233,1,32,151
1070 DATA 6,24,165,214,101,88,133,212
1080 DATA 165,215,101,89,133,213,24,165
1090 DATA 212,101,221,133,212,165,213,105
1100 DATA 0,133,213,162,0,224,12,240
1110 DATA 28,138,72,74,170,188,24,6
1120 DATA 104,170,177,212,72,74,74,74
1130 DATA 74,149,224,232,104,41,15,149
1140 DATA 224,232,24,144,224,96,162,11
1150 DATA 188,12,6,165,220,240,3,188
1160 DATA 0,6,181,224,153,236,0,202
1170 DATA 16,238,165,237,133,245,165,238
1180 DATA 133,246,165,239,133,247,96,133
1190 DATA 216,133,215,169,0,133,214,133
1200 DATA 217,24,102,215,102,214,102,215
1210 DATA 102,214,24,38,216,38,217,38
1220 DATA 216,38,217,38,216,38,217,38
1230 DATA 216,38,217,24,165,214,101,216
1240 DATA 133,214,165,215,101,217,133,215
1250 DATA 96,169,240,133,219,165,220,240
1260 DATA 18,230,212,208,2,230,213,169
1270 DATA 15,133,219,6,218,6,218,6
1280 DATA 218,6,218,160,80,177,212,37
1290 DATA 219,5,218,145,212,160,120,177
1300 DATA 212,37,219,5,218,145,212,96
1310 DATA 104,173,31,208,201,6,208,1
1320 DATA 96,56,173,10,210,205,31,6
1330 DATA 176,248,133,223,230,223,56,173
1340 DATA 10,210,205,30,6,176,248,133
1350 DATA 222,230,222,32,33,6,32,118
1360 DATA 6,165,236,208,212,169,255,133
1370 DATA 218,162,1,181,236,197,218,240
1380 DATA 4,133,218,160,0,165,218,240
1390 DATA 6,200,204,32,6,240,9,232
1400 DATA 224,12,208,231,169,0,133,218
1410 DATA 165,218,240,173,32,201,6,24
1420 DATA 144,167
```

Print Shop Users Utility Disk

A Terrific Program for Print Shop Users

Review by Bob Berberick

No Frills

The first thing you notice when you receive this software program is that the name of the company is quite appropriate: No Frills. The software comes in a very plain package; the disk label is something that I could cook up; and the documentation is not stapled together. Although this sounds tacky, the manual does provide the information you need (which isn't very often, as the program is well designed and the manual is rarely needed). If this bare bones approach is intended to save one money, I'm all for it because the program itself is very well done.

Menu Options

The program is written in Action! and, as a result, is quite fast. It is completely menu driven with eight selections available. Due to space limitations some of the selections require "flipping the disk over" (if you have the ability to write true double density, all of the necessary files can be put on one side of the disk). There are eight menu options, including the label maker option (see below):

- ✓ **PS Pic Viewer**--View *Printshop* graphics using a search criteria (wildcards accepted) or ALL. Up to four pictures are displayed on screen at a time. It reports the number of ICONS on the disk and allows you to alphabetize the directory.
- ✓ **Graphic Catalog**--Select *Printshop* ICONS via the a/m criteria and print them to the printer. It prints up to 7 across by 10 rows per page (it even numbers the additional pages if there are more than one).
- ✓ **Border Catalog**--Same as the Graphic Catalog except that it allows you to print out a catalog of your *Printshop* Borders.
- ✓ **Font Catalog**--Same as above except that it allows you to print out a catalog of your *Printshop* Fonts.
- ✓ **Transfer**--This area allows you to easily "tag" the *Printshop* Icons from one disk and move them to another [a great way to create your own PShop Icon category disk (e.g. Holidays, Sports etc.)].
- ✓ **Delete/Rename/Undelete**--This is self explanatory with the only exception being Undelete. You can delete an Icon, but it is not actually deleted unless that portion of the disk is newly written to it. I tested this, and it really works, but I don't know how. The file is somehow "hidden."
- ✓ **Bookmark / Coupon / Cachet Maker**--This selection allows you to make bookmarks, coupons, and cachets (what a cachet is, I don't know) using PShop Borders, PS Fonts, PS Graphics, and even Atari fonts. There are 16 different-sized rectangle boxes to choose from by selecting eight different heights and widths.

Icon, Border and Fonts

You load the Icon, Border and Fonts (PS or Atari) and create your design. When finished, save the design for future use or editing.

When you load the different fonts, borders and such, there is no guessing what you are working with. The program displays graphically what you have chosen! When entering text, the program calculates how much you can put in (depending on the height and width of the rectangle you selected as well as the font size). Upper and lower case is shown on screen while entering Atari fonts, but not while using PS fonts.

It was during my work in this area that I thought I found a bug. I was not able to save my creation. When I went to the save feature, I could not type in the filename. I could hear the keyclick, but no text would appear on the screen. What was happening was that it wouldn't allow me to enter the save filename in lowercase. Once I toggled the uppercase on, everything was fine. by the way, the menu made no mention of this.

Label Maker

This portion of the program would make it in its own right. You can choose from one of four different label sizes, add a PS Icon (shown on screen), load an Atari font (shown on screen) and enter text justifying L, R, or C with editor keys. (When preparing this, I just noticed that I made no mention of PS fonts so I assume that they cannot be used here, but with the multitude of Atari fonts, who cares, eh?).

Now you can print your labels and save the design (I love this feature!!) for later use. The labels you are printing can also be numbered starting at any number and using differing increments.

Positives and Negatives

Now I will list the positives and the negatives.

Positives:

- ☆ relatively easy to use.
- ☆ the program logically uses a two-drive system.
- ☆ it is not copy protected.
- ☆ most areas use the same command structure.
- ☆ appears to be completely compatible with Spartados-X and High speed skew.
- ☆ a strip of sample label sizes supported by the label program were included (a nice touch).

Negatives:

- × although this is not a fault of the program (I don't think), fonts and borders from the original Print Shop program disk must be saved to another disk (using the *Printshop Companion*), or this program will not access them.
- × if a print is requested and the printer is not online, a reboot will be required.

A Terrific Program

In conclusion, I think that this is a terrific program. It is going to take me a while, but eventually, I will have all of my PS Graphics, Fonts, and Borders all nicely categorized on separate disks. No more of this manual searching through pages and pages of pics to find the one I want. They will now be nicely printed out in their proper category, in alphabetical order. And to further add to the usefulness of this program, with the *Converter* and the *Converter Companion*, there are literally thousands of graphics available to transfer between and use in the popular Atari printing programs.

Also, whenever I have to print out any labels, this is now the program of choice; nothing else even comes close.

As a final note, I phoned No Frills and ordered some other stuff (*Printpower* and *Buzzword*) and spoke to Ed, the owner. He seems to be a real 8-bit supporter. He's the guy who designed the *Converter, Printshop Users Utility Disk*, and the *Converter Companion* and had them written by someone else. He has other ideas in the works, but is "watching" the 8-bit market. He's watching; are you listening?

[No Frills Software, 800 E. 23rd Street, Kearney, Nebraska 68847 (308)234-6250. $29.95 (US) + shipping/handling.]

TUI $29.95

TEXTUAL USER INTERFACE

The best of both worlds: a great GUI (GEM) and a full-featured MS-DOS style command line interpreter in a window. Leave it open and interact with other windows on the Desktop or in an application. Written as a desk accessory so it's always at your fingertips!

C:\ >

Wildcard operations, batch files (w/ parameters), execute TOS&TTP programs, redirection/piping, full 128 character command line with extensive editing features (incl history retrieval), macros, uses all available RAM for copies & moves, file attribute bit modification, default search paths, shows hidden&system files, autoexecute batch file, dir, del, ren, type, md, rd, time, date, touch, floppy write verify switch, etc...

Send check or M.O. Add $2.00 shipping & handling. WV residents add sales tax.

Silicon Mountain
5989 Ohio River Rd
Huntington WV 25702

THE REVOLUTION™

Join the national user-based campaign to develop Atari computer sales in the U.S. The REVOLUTION HANDBOOK is a ST/MEGA diskette and works on color and mono systems. Unique read/print format... ONLY $6
Official "Join The REVOLUTION..." rubber stamp... NOW ONLY $12

WORD QUEST™

WORD QUEST Build professional word search puzzles with your words. Sophisticated word placement routines. Color/Mono... ONLY $29.95

WORD QUEST 2 Build CROSSWORD PUZZLES from any word list. Advanced auto options. Color/Mono... ONLY $29.95

WORD QUEST POWERPACK WQ & WQ2... ONLY $49.95

WORD QUEST UTILITIES For Word Quest & Word Quest 2. Includes text extraction, format conversions, and much more! $19.95

GRAPH MAKER™

GRAPH MAKER deluxe graphing system. Make line, bar and pie graphs fast and easy with minimal input. Print DEGAS/NEO files, clip art, many options. Color/Mono... ONLY $59.95

DO RUN RUN STWriter Header/Tab/Extender customizer... ONLY $7

©1990 ARTISAN SOFTWARE Printed in the United States. Products named are trademarks of their respective companies

ARTISAN™ SOFTWARE

P.O. BOX 849 MANTECA, CA. 95336

Add $1.50 S & H for each title. Checks, cash & money orders welcome. U.S. currency only. CA residents, add 6.25% tax.

Dealer/Distributor HOT LINE (209) 239-1552

Panzer Grenadier

An Excellent Introductory Wargame

Review by David J. Harris

SSI's *Panzer Grenadier*, much to my delight, has turned out to be an excellent introductory wargame. I think it's a tragedy that older games such as this one are dropping out of sight when software for the Atari 8-bit community is not exactly plentiful to begin with. The game has been around for several years and can be found discounted for under fifteen dollars in many mailorder houses. The game, despite its advanced age, is a marvel to play and accurately depicts what it must have been like to lead an armored infantry regiment on the Eastern front during WWII. The German units are modeled after the famous Grossdeutschland PzGr division, and the regiment you command is an interesting collection of armor, artillery and infantry.

While I have played dozens of different board wargames, my computer wargaming experience has been limited to the Microprose series. Wargames with the scope of *Crusade in Europe* are easily mastered but difficult to finish due to the lengthy time factor involved. *Panzer Grenadier's* smaller scale scenarios, on the other hand, can usually be finished in under an hour.

The instruction manual explains the play mechanics to the letter. It's amazing how much useful information has been crammed into the well-done, eight-page manual. The sequence of play is well laid out as are the five separate battle scenarios. More important are the excellent descriptions of the weapons and units involved on both the German and Russian sides. The designer, Roger Damon, shares his views and ultimate goals in creating the game. He even throws in hints and strategies on how to play each scenario.

It's important to recognize the strengths and weaknesses of your individual units and the abilities of the weapons they possess. Tiger tank companies possess tremendous firepower and have the ability to take a lot of punishment. On the other hand, they are fairly slow and can be caught out in the open due to their limited movement. It is vital for victory to integrate the usage of your three principle fighting units: tanks, infantry, and artillery.

The human player only has the option of playing the German side while the computer takes the Russian side. Options you do have are choosing the difficulty level and the play speed of the game. The three levels are beginner, intermediate or advanced. I found the beginner mode too easy, and the advanced mode too difficult. After several games I soon settled on playing most of the scenarios in the intermediate mode.

Unit movement and fire are controlled by the joystick. Each game involves nine separate phases. In reality, you are only involved in four of the nine game sequences. The phases are observation, fire, movement, and finally a second fire phase. The computer skips the observation phase and plays the remaining three phases. There is also a victory phase which rates your progress towards victory and a convenient save game or continue phase.

The observation phase gives you the option of digging in your infantry and mortar companies. Tanks, assault guns, and artillery are on their own. Digging in increases the chances of your unit's survival, but the unit will be unable to move for the rest of the turn. Next is fire phase one, which is self-explanatory. Lay waste to any Russian unit that is visible and within range of your units. Russian units start the game invisible and stay that way until they either fire back, move, or are accidentally hit by your unit's fire. (If you would like to see the Russian positions at the beginning of the game just plug the key supplied with *Paperclip* into joystick two.)

Once through firing, you have, hopefully, softened up enough enemy units so that you can better utilize your movement phase. Tanks are primed for overruns and infantry/pioneers are ready to assault enemy units. Assault guns are not tanks and cannot overrun enemy units. I lost several units by trying to use them like tanks. They seemed of little use, and this didn't seem historically accurate since they were often used in real life to support infantry in clearing cities and other strongholds. Infantry, machine gun, and mortar companies can also load or unload during this phase. Loading onto trucks and halftracks increases their mobility but decreases their ability to withstand fire. One more drawback is that these same units are unable to fire when loaded. Artillery units are slow movers, but this matters little since their fire range is unlimited, making them the most powerful units on the board.

Once finished moving, your Russian opponent gets his first fire phase and will attempt to blow your units back to Berlin. As soon as they finish, you return fire again during fire phase two. Now it's the Russian units' turn to move. This can be frustrating to watch. The Russian steam roller will close in on your outnumbered

(Continued on page 71.)

SFP Utilities Disk

Help for SYNFILE Database Users

Review by Bob Berberick

I recently got the SFP Utilities Program in the mail. This is a utility program that works with Synfile database files. I'm not very proficient with this program yet but there is one single solitary portion of this utility that has significantly improved the usefulness of Synfile. The part that I refer to is called "allocating files". If you use Synfile, you know how aggravating it can be when you are entering records and about every 18 entries or so, you have to wait for the program to "allocate" or lengthen the index to allow for more records. This gets to be a major pain, especially as the file grows because each time the program stops to allocate more record space, the waiting time increases.

Well, I'm happy to say that this SFP Utilities program gets rid of this problem once and for all! Once you have created and saved the database, you boot the SFP program disc. You then go to one of the menu selections, OPEN your database and ALLOCATE records. The program looks at your database and tells you how many records you can allocate. Once you tell it how many records you want allocated, the program goes to work. Just a couple of minutes later, and it's done. You now reboot Synfile and your "new" database, and you will no longer experience those annoying waiting periods.

I had originally been working on a fairly large database (by my standards) and had entered about 450 records PRIOR to getting SFP. It was a real pain after every 18 records, waiting for Synfile to set things up. AFTER using SFP to allocate my file, it was a dream! I entered about 800 additional records without one single "wait". This in itself, made the purchase of SFP worth the money.

Although I am not familiar with the other features, I will give you a brief idea of what else is provided with this SFP program--the following information comes from the manual.

- Print, write to disk, or display on the screen the structure of a Synfile file, including indices, formulas, and look-up tables.
- Alter values related to record number and counter fields.
- Add, change or delete values in look-up tables.
- Change true/false texts for conditional items.
- Change the justification of any data item including look-up tables.
- Recover deleted records (file forms may need to be altered before this feature can be fully utilized).
- Allocate records to a file (described in my review).
- Create, save and produce reports in either list or label format. Lists can be subdivided and summarized at each subdivision and at the end of the report. The available summaries are count, total, average, maximum and minimum. Report definitions can be printed, written to disk, or displayed on the screen. Lists can have more than one line per record.

As you can see, this program has a lot to offer, strengthening some of the weaknesses of an otherwise fine database.

[SFP, 4 Forest Drive, Palmyra, VA 22963-2118, $21.95 U.S. (which includes shipping).]

Panzer Grenadier (Continued from p.70)

units with a vengeance. If you have not been careful in the placement of your forces they will be destroyed wholesale. The human/German player has the advantage during the first half of the turn while the computer/Russian player will have the advantage during the second half of the turn. After the actual movement and fire is completed, the computer will grade your performance on one of four victory levels. I have seldom gained the top level.

The game disk contains five battle scenarios, but there is no way of generating your own custom built scenarios. Scenario one is for the beginner; your objective is to secure several bridges with limited forces. Scenarios two through five are more complex and challenging. Your outnumbered units usually are trying to stop counterattacks or to take limited objectives.

There are a couple of annoying features in the game. Russian units seem to posses too great a movement range at times and they are also able to cross rivers that your German units can't. It's frustrating to watch Russian tanks cross water to destroy what you had believed to be safe positions for your infantry. Another problem involves the Start key, which is used to change phases. It's possible to hit it accidentally and deprive yourself of a complete fire or movement phase.

I was most impressed by this wargame, and I would rate it an excellent buy for any level Atari wargamer. Now, if I can just save up enough money for SSI's *Kamfgruppe*....

The Korean Connection

Increase Your Productivity with an Atari 800XL

by David J. Harris

As a diehard 8-bit user I have been continually amazed at the number of articles touting the professional uses for a supposedly outdated game machine. The employment of these machines seems to be unlimited in the range of tasks they can perform. The 8-bit line has been used by small newspapers, department stores, scientific workstations, churches, and numerous school systems. Now you can add the University of Maryland Asian Division to the list.

There is a rather large group out there that must find it inconceivable that anything useful can be accomplished on a computer with less than 640K and a 20-meg hard drive. The mere thought of using one of these outdated "game" machines nearly sends a law student friend of mine into a catatonic state that only PC Magazine can revive him from. Despite these views of the unenlightened, here is my story.

While living in Osan and later Suwon, Korea, I was employed by the University of Maryland. The University's main function was to run nighttime and weekend classes for the military personnel stationed at the airbases in Osan and Suwon. I was in an ideal position to use my knowledge of computers and the University's limited amount of funds to employ my trusty 256K 800XL in performing tasks that up till then had been accomplished with the use of an IBM Selectric II typewriter reportedly direct from hell.

Being a field rep for the University was a challenging and exciting job. The only drawback was that we were just a two-person office responsible for an enormous amount of paperwork that was very repetitive in nature. In a sense we were a mini-university incorporated into one small office. This put the burden of registration, book sales/inventories, class rosters, advertising, bank deposits, term registration paperwork and numerous other jobs on our shoulders.

Being naturally lazy at heart, I was horrified at the prospect of typing in over 500 names, social security numbers, and numerous other tedious categories on a typewriter. Every service member was grouped into categories according to rank, tuition paid, and military organization. These categories lent themselves perfectly to a new spreadsheet that I had just received in the mail, *Calc Magic*.

I know what you are asking, why not use a database? Well, for one thing, our printer support was limited, and it was easier to resize the columns of the spreadsheet to match the forms used by the University. It was also possible to copy figures, such as tuition, the length of the column with the copy command. It was a huge time saver to type a dollar figure such as $214 once and then use the copy command to save yourself from typing $214, 250 times. Hopefully that makes sense. The sort command was also used in churning out alphabetized rosters by course.

I only used *Calc Magic* for one term before I received my second spreadsheet, *SynCalc+ 130XE*. It had a much bigger worksheet, and it was not as quirky as *Calc Magic*. Some people have told me that they have had problems with *Calc Magic*, but it was a stellar performer for me. It even kept its memory after several accidental resets.

It was now *SynCalc's* turn to shine. During my second term I was able to convert the book inventory system to *SynCalc* format. *SynCalc* was a dream come true. I was able to set up simple formulas to keep track of overall book sales and inventories. It was a pleasure having exact dollar figures on books that had been sold. The spreadsheet did the work that had been done manually just a couple of months before with an adding machine. Punch in one sale figure, and *SynCalc* would adjust itself by column and row. How much easier could it get?

Now that the office's main number-crunching tasks had been conquered, it was time to concentrate on clearing up the office's correspondence situation. My old friend *Paperclip* came to the rescue. By using a combination of templates and macros, I was able to produce an infinite number of form letters that covered every activity held by the University. Using the RAM-based spell checker was an invaluable asset due to my god-given ability to misspell at least 90% of the words in the English language.

The student mailing list was an area that could definitely use improvement. One of the keys to keeping students informed was the mailing of a class schedule to each student. The huge headache with this was the manual typing of mailing labels. Since students were constantly transferring into and out of the base, it was difficult keeping the list updated. Typing 400-500 addresses each term was no picnic either. With the help of *SynFile* we were finally able to get a handle on the mass mailings. Before *SynFile* the filing system for addresses had been just a bunch of disorganized info cards. After the initial time expended in typing all the pertinent info into *SynFile*, we only had to update and delete the people who were in the process of

(Continued on Page 73.)

Tomahawk

A Helicopter Simulation

Review by Rich Link

I guess I tend to buy things by the "theme" method. When I get the yen for an adventure game, I end up with five! If I get hooked on a particular type of arcade game, suddenly there are three more boxes of the same type sitting beside it on the shelf. While some people might think that this is a silly way to buy software, it has its advantages. It's really easy to make comparisons when you have 'em all at once!

The latest "theme" seems to be based on the name "DATASOFT". After a period of not getting anything new (meaning not much available on the shelves) my eye was caught by a list of titles in the American Technivision ad in Antic. There were lots of Datasoft programs at prices of only $12.50. So I decided to give them a shot. Now it looks like I'll need to buy another shelf to put this stack of boxes on!

Datasoft has alway produced quality entertainment software. Their forte has been arcade games like Zorro, Conan and Saracen, and the Alternate Reality role playing series. Knowing how good their games are, I ordered Tomahawk figuring that it would probably at the least be entertaining.

Now, you have to realize that when it comes to flying, I have all the ability of a apteryx (a wingless bird with hairy feathers). I can usually get the plane off the ground but getting it back is another story. I have played Flight Simulator II on several different systems and they all work the same... when I land, I crash. So, can I do any better with a helicopter? Of couse not! But I can have lots of fun crashing this baby.

For someone with a basic grasp of the dynamics of airplane flight, helicopters take some getting used to. First of all, the controls are just similar enough to make you feel comfortable until you want to make it do something. For example, I know helicopters can fly in a stationary position, but it just isn't that easy to get the thing to stop when you're cruising along at 160 mph. And you can roll a chopper over just like a plane, but then it has a tendency to accelerate in a downward direction... CRASH!

If it sounds like I didn't like it, you couldn't be further from the truth. I LOVE IT! The program seems to give you just the right amount of feel for flying these fixed wing beasties.

What about the rest of the game? First of all, this is an attack helicopter, which means that you are supposed to be shooting at something. You are flying over a 3-D terrain with trees, mountains and other features. It looks every bit as good as FS II. Along the way you will be shooting tanks, buildings, artillery, even other aircraft. You have several weapons systems, from guns to Hellcat missiles.

There are four mission levels from which to choose including flight training. You can have different scenarios with clouds, wind, and day/night settings. For those of you who have the same novice stature as I, there are four pilot levels.

Flight control is via a combination of joystick and keyboard activity. As with most flight simulators, it is impossible to put all the controls on the stick, so things like activation of weapons, throttle, collective and rudder are accomplished by pressing keys. Memorizing the commands takes a bit of time, but there is a Quick Reference Guide included with all necessary commands and an explanation of the screen.

The game display is very nicely done, with a combination of bar gauges, digital readouts and icons showing the status of the craft. In addition, a quick tap of the M key brings up a map showing your position. A Doppler Navigation system shows your heading and tracks enemy craft.

Documentation is very complete, with a thorough explanation of the workings of the controls. In addition, there is an insert with the history of the Apache Attack helicopter and a background on helicopter aerodynamics. You can have fun and learn too.

The program came on an Atari/C-64 flippy disk, so you can run it on both your system and a friend's system (to impress him with your flying ability of course!). It is extremely enjoyable and well done--a clear winner from DataSoft.

DataSoft, 19808 Nordhoff Place, Chatsworth, CA 91311

Korean Connection (Continued from p.72)

transferring into or out of the base. All one had to do was punch a key and let *SynFile* print out our self-adhesive labels.

Print Shop came to the rescue for the last big obstacle facing the office--advertising. We were responsible for producing posters and the like for the base's local bulletin boards. It was fun creating posters that included the new class schedules with *Print Shop's* icons and fonts. They were attractive as well as informative, and you would be amazed at how busy one can look sitting behind a computer loading icons.

So with the help of one 256K 800XL, one 1050 disk drive, several productivity programs and a printer, my office was able to turn out truly professional products in an efficient time saving manner. The time I saved using my Atari allowed greater flexibility in dealing with the day-to-day problems of our students. Now when people start bragging about their mega power machines, all I do is smile.

These disks contain Mac programs for use with the SPECTRE Macintosh emulator. Disks are $4 ea (10 for $35). Order from CN Library, 122 N. Johnson Rd, Sterling, VA 22170. Add $1 for every 6 disks for S&H. A "D" next to the disk number, indicates a "double-sided" disk, e.g. S3D. (Disks require 128K ROMS)

S1: MacWrite 5.0 Demo

S2: MacPaint 2.0 Demo

S3D: Red Ryder 9.4--Powerful telecommunications program. Docs, utilities included.

S4D: Aldus Freehand Demo--A Videoworks II interactive demonstration of Freehand drawing program.

S5: Games #1--Banzai, Monopoly 4.0, ATC 4.0, Mines, New Daleks, Brickles 4.0

S6D: PowerPoint Demo

S7: Games #2--Space Bubbles, Stratego, Investigator #1, Towers of Hanoi, Marienbad.

S8: Image Studio Demo

S9: Telecom #1--StuffIt 1.51, StuffIt Users Guide, Freeterm 2.0, Freeterm 2.0 Documentation, TermWorks 1.3, Packet III ver 1.3.

S10D: Stacks #1--Concentration, HyperGunshy, Dinosaurs, AutoStack, Home 1.2.

S11: Utilities #1--MacEnvy, Benchmark, DiskTimer II, SampleIt 1.21, SampleIt Docs, Apfont 3.2, HierDA, Fever, OnCue 1.3 DEmo, ScreenDump II, Findsweel 2.0 Demo

S12D: Full Impact Demo

S13D: Stacks #2--VisualStack, Chem Flash Cards, DisplayPict 1.4, Indigo Gets Out, AutCat, Animal Stack, Comic, OnTheBeach, Name That Plane.

S14: Utilities #2--Big Das runner, Mac II Icons, DiskParam, Utilities 1.5.1 Guide, Unstuffit DA 1.5.1, Auto Unstuffit Installer 1.5, Repair 1.2, ICON Designer, Viewer 1.5.1, SuperClock 3.1, SuperClock Doc ToMultiFinder, Interferon 3.1.

S15: Games #3--Darts, MacCamelot, BricklesPlus, Gravitation 4.0, Swamplord

S16: DAs #1--NekoDA, BezierDa and Docs, SnapShotDA 1.2, Adventure, VirusDetective, BreakKey, SysErrTableDA, PinUp Clock DA, Freemem, New Scrapbook DA

S17: Sounds #1--SoundMaster w/22 sound files for use w/V1.9 of Spectre.

S18: Graphics #1--1Dmata, DAfx 1.32, 3dEDIT, Fly Saver, Kaleidoscope, Optical, Pattern Blocks, Rae, Turbo View 1.01, MacPaint Shortcuts, Desktop Shortcuts.

S19D: Hyper Utilities #1--Deprotect Stack, XPICT, Moving Cursors Tutorial, Button Manager, Stack Compacter, Field Line Numberer, CardMover, Six Little Goodies, MH PowerScripts Sample, ShowDialog1.5.

S20D: MacDraw II Demo

S21: Utilities #3--File Scan, Jaws Icon, File Master Icon, File Monster Doc, SnapShot Installer, Black Hole 6.0.2, Looney Tunes Icons, Dog Trash Icon, Shredder Icno, UDS/M1.1, Virus RX 1.4a2, System Font. Some icon files require ResEdit for installation.

S22: Sword of Siegfried--Graphics/text adventure (requires v1.9 of Spectre).

S23: Sounds #2--17 Sound files (may also be used w/SoundMaster on #S17).

S24: Games #4--Dragon 2, Zoony, Mazer-Lazer, and demo of ShufflePuck.

S25D: MacMoney Demo

S26: Fkeys #1--23 fkeys and fkey related applications

S27: Games #5--3D Checkers V2.0, Ballistics 2.0, Consternation 1.0, HangMan, Peg Puzzle Pak, UnBreakout.

S28: DAtabase Builder Demo

S29: Sounds #3--Talking Moose 1.21 and 9 sound resources for MacCD (#S23) or SoundMaster (#S17)

S30: Utilities #4--Init Cdev, Assassin, BundAid, Curse the Finder, Easy Icon, Finder Cursor Icons, Finder Icons, HD Mini-Icon, IconManager 1.1, JerryCan, Murphy Init, NeVR Init, ScrollMBar CDev, System Icons+, Version Sleuth 1.0, What, and Windows.

S31: DAs #2--Address Book 1.1.2 w/docs, Artist+ 2.01 w/docs, BlackJack, Calc 3.0, Calendar 1.7, Catch, dCAD 3.0 w/docs, Diskinfo 1.2, Maxwell 2.2a, MegaCalculator, SuperHelp w/docs, VirusDetective 2.2.1 w/docs, and windows.

S32: VideoWorks w/Sound--6 VW animations w/player, sound resources, MacinTalk

S33D: HyperUtilities #2--GetString XFCN, HyperScrap, LockField, PluckString XFCN, Recover, Script Lister, Script Access, Stack Analyzer, Stak-X Demo, Unity, Virus Encyclopedia, XFCN miscellany, Zoomer XCFN).

S34: Excel Templates #1--Over 20 templates for use with Excel.

S35D: HyperStacks #3--Atoms, Bird Stack II, Helicopter Stack, HyperIRA, Scan Stack 3.

S36: Sounds #4--14 more sound files.

S37D: HyperStacks #4--StackArt Vol. 1 (100 clip art pics).

S38: Games #6--Cairo Shootout 1.2a, Puzzl 1.1, and Stunt Copter 2.0.

S39: Utilities #5--Init Cdev 2.0, About IOnit Cdev 2.0, Moire Cdev, Moire Screen Saver Docs, Moire Cdev to Init, Hierda .9983, RAM check, SnapJot, SuperClock 3.4, Timepiece, Virus Detective 3.0.1, WInd Chooser 1.0.1, Why 1.0.1, QuicKeys demo.

S40D: HyperUtilities #3--Christopher's XSTAK4, How a Virus Works, IConjurer, and Progress XCMD 1.1.

S41: Productivity #1--Albun Tracker 2.0.1, Amortize 2.4, Check Book 2.0, Road Atlas, and Smallview 1.3.

S42: Productivity #2--Address List 1.5.2, BiPlane 1.0.1, Doctor 2.35, Mac Mailing 1.4S.

#S43: VideoWorks w/Sound #2--7 animatons. Requires V1.0 or higher of Spectre.

S44: Utilities #6--Black Box 1.5, Complete Delete, Earth Init, FFDA Sampler, File Fixer, IconWrap Init, Macify 2.5, MacSpeed, Repair 1.4, Rescue, Scrolling Menu Installer, Shredder 6.0, SystemVersion, TextDiff, TFinder 2.2, ToMultifinder 2.3, Vaccine 1.01, and Version Reader 2.2.

S45: Graphics #2--MandelZot 1.4.1, Micro Swarm, Notebook 1.0, NoteNote5, PyreWorks, ScanPaint, SelectPaint, ViewPaint 1.7.

S46: Everyman 1--Graphics/text adventure. Requires V1.9 or higher of Spectre.

S47D/S48D: Phoenix--interactive adventure game. Req Spectre V1.9 or higher and 2 DS drives or Hard disk.

S49: Lawn Zapper--arcade type game. (Requires V1.9 or higher of Spectre.)

S50: Dungeons of Doom, V5.4. Interactive adventure game.

S51D: Postscript Fonts #1--Archimedes Border, Bills' Dingbats, Classic Heavy, Classic Italic, Classic Roman, Draftman, Faust, Gordon, Style, Tiny Helvetica, Toulouse Lautrec.

New for March

S52, Postscript Fonts #2--BarCode39, Cunei, GE Laser, Modern Print Bold, Thomas, and Tiffany Sample.

Disk S53D, Clip Art. 12 pages of EPS Clipart in Pagemaker 3.0 format. Req. Pagemaker 3.0 and Ultrascript.

Disk S54, Games #7, contains 4 new games. They are Beast 1.0, MacBandit 1.2, MacNinja 1.0, and Rock Paper Scissors.

Disk S55, Utilities #7, contains 9 of the latest and best utilities including INITs and CDEVs. They are Boomerang 2.0 and Docs, SuperClock 3.8 and Docs, FreshStart INIT, Kick the Can, Layout 1.9, MacEnvy 2.0 and Docs, Timepiece INIT, WatchInit 5.0, and WindChooser 1.12 CDEV and Docs.

New for April

Disk S56D, HyperStacks #4, contains a single 771K HyperCard Stack entitled Bird Anatomy 1.2d. This stack is one of the finest stacks to date. It covers, in detail, the basic anatomy of birds, flight, feathers, head, wings, ecology and more.

S57: Utility #8: Undelete demo, Disinfectant 1.6, FunKey, Speedometer 2.51, SysErrTable DA 2.5

S58D: Clip Art #2: 66 pieces scanned art.

S59: Sounds #5: 7 more sound files.

S60D:Postscript fonts #3: Calligraphic sample,Chester, Deuse, Louisville, Rodchenko.

S61D: Hyperstacks #5: Clip Art Stack 3, Crypo-Slate 1.6, Little Black Book, Periodic Table 1.0, Quick Compactor 2.0, SetVersion XCMD 1.0.

New for May

S62D: PipeDream Demo. Game allows 1 or 2 players to play 3 levels of the games.

S63: Utilities #9: Alias, AltCDEF 1.2, AltWDEF 1.4.4 & 1.5.3, MacEnvy 2.1, RAMDisk 1.1, WIndowShade.

S64D: Postscript Clip Art #1: 26 EPS clip art files for use with UltraScript.

S65D: Hyperstacks #6: Calendar, Dot-to-Dot 2, HyperPaint, Project Planner, Script Searcher, The Aging Process, and World.

S66: Games #8: Hedges, MacYahtzee, MacMaze, Montana, Pentominoes, Star Patrol.

New Disks for MAY

#440: Star Data Subset. Star Data Subset is a newly released freeware star plotter and browser based on the 1000 brightest stars from the Yale Bright Stars Catalog. SDS is really a simplified subset of Star Data, a commercial program by J.Andrzej Wrotniak, which has more features and contains all 9000+ stars from the YBS. What it does:

* Plotting star maps in various projections and in four different co-ordinate systems,

* Displaying a database window with the data on stars,

* Drawing the Hertzsprung-Russel diagram (color versus absolute magnitude).

All three windows can be present on screen at the same time, which makes referring to different aspects of the database quite convenient. All operations can be performed on the entire database or on its subset filtered with respect to one or more star attributes. Any star in the map and in the H-R diagram can be identified by pointing; the program will also find and show stars selected by name or by catalog number. SDS runs in color and monochrome; it also runs (and looks most impressive) in the Moniterm display standard - real or simulated (as with the Monster emulator).

#441: TCOS V1.2. (c) Perfect Evolution 1989, By Matthew P. Aubury. TCOS is an information storage system which will run on any Atari ST in either medium or high resolution. It is designed to allow you to structure information in a logical way which allows you to access data quickly and efficiently. Data are arranged in a series of 'cards,' which contain either text or graphics. Areas of the cards are designated as 'buttons,' which, when clicked on with the mouse pointer, bring up further cards. In this way, a branching tree of cards is formed, which allows the information to be structured in a sensible way. This technique lends itself to many uses: referencing information, diagnostic systems, expert systems, and even teaching programs.

#442D: Clip Art #14: This disk contains 24 files of Animals in .IMG format for use as clip art. BAT, CAMEL, FOX, HIPPO, MONKEY, MOOSE, SCORPION, SEALS, TIGER, GOLDFISH, KANGAROO, OSTRICH, PHEASANT, SCALLOP, SKUNK, SNAIL, TURKEY_1, TURKEY_2, E_BASKT1, E_BUNNY1, E_BUNNY2, E_BUNNY3, E_BUNNY4, E_BUNNY5

#443: Utility #42: DCOPY34, DCOPY and Shell program--great for formatting, copying, deARCing, etc. DCSHW11L--Newest version. Replaces TOS show file routines. LIST66--a FORTRAN program that is used to list plain vanilla ASCII files to your system printer. Adds page breaks, header and page numbers. DESKCHNG--This program, placed in the AUTO folder of your boot disk will test the resolution you are booting into and change the DESKTOP.INF file for whatever you want. PRHP12--a text file printing utility for use with HP Deskjet and Deskjet+ printers. It allows printing in many various modes in portrait or landscape orientation. In portrait mode, characters per line range from 80 to 154 and lines range from 60 to 120. In landscape mode, characters per line range from 102 to 204 and lines range from 42 to 84. Supports draft or letter quality printing in all modes. Prints all pages back to front with a header showing date, time, file name, and page number. Allows the left margin width (or top margin width in landscape mode) to be set. Will also print line numbers. REORGHD2--Copies the contents of a hard disk partition, (or drive) to be reorganized (or as the orginal partition or drive), to a ram queue; then back, to a section of the partition to be reorganized that is located in sectors which follow all of the partition's free space. STSENTRY--Hard disk passwording program.

#444: Utility #43: GEMVELOP--GEM Envelope printer for Atari Laser printer. LB_FONT1--5 more fonts for Atari's Laser Brain Epson Emulator (42nd_St, Applefnt, Boisefnt, Candy, Celtic). CV2IMG11--Update to Convert to .Img by Craig Daymon (shareware). Fixes bugs in previous version. Converts Neochrome, DEGAS, Tiny, Art Director, Doodle, Spectrum, and MacPaint files to IMG format. HPDUMP--HP printer driver for you ST's screen dump. (alt help). ADDLABL2--Version 2.0 of Alan Lima's Address Label printer and database program (medium and high res) allows you to print single labels from the keyboard, print a series of labels from a file, create (and append, edit, and delete) a file of labels and save for future printing.

#445: Body Shop and Geography Tutor V2. BODY SHOP is a program designed to help students learn Human Anatomy as required in most Elementary or Junior High School science courses. The names and locations of all the major bones and organs of the body are taught using both common everyday terms and the more technical medical terms. GEOGRAPHY TUTOR v2.0 (by ASDE Inc.) The shareware version of this program only provides the data base for Africa. Not only are there maps available, but there is also a full data base of useful facts concerning each country. There are 20 items of standard information from the United Nations office of statistics.

#446: PileUp V2.1: Pile Up is a clone of the Russian game of Tetris for the Atari ST. Version 2.1 Works on all machines, even those with TOS 1.4. (Note: replaces disk #390D which would NOT work on TOS 1.4 machines.) You must guide various blocks down the screen and try to fit them together as close as possible as they pile up. If you fit together a layer without leaving any spaces, then that layer will collapse. If you collapse enough layers, then you will advance to the next level. If the pile of blocks reaches the top, then the game is over. Shareware by Russell Moll.

#447: Blobbrun and Virtue. Blobbrun--You are now scanning the Teleport Menu, looking to see which button should be the first to be pressed, and to start your heroic effort of destroying the incredibly dangerous purple organism... Virtue--This game is an arcade and interaction type game. You will start out with the mission of rescuing the starbase #5 crew. You land on the base and find it empty. But be carful because the werf's are on the prowl.

#448D: Kepco Edit and Stevie. Kepco Edit was written to provide powerful editing capabilities to software workstations. Kepco Edit is friendly, fast and flexible. Features include: multiple file editing, UNIX regular expression parsing for search and replace, keyboard macros, reverse video cut and paste within or between files, most editing functions accessed through a single keystroke, large file handling, unlimited undo, and online help. STEVIE is an editor designed to mimic the interface of the UNIX editor 'vi'. The name (ST Editor for VI Enthusiasts) comes from the fact that the editor was first written for the Atari ST. NEW VERSION 3.95. Source code included.

#449: HagTerm Elite and MiniBBS. HagTerm Elige, V3.3 by Hagop Janoyan, is an advanced communications package designed and programmed by an experienced BBS user. Contains a very extensive 90+ command script language. MINI_BBS.TEL This little program was written to allow sysops or anyone wanting to have there computer be able to answer the modem when a call is received. The program will upon connection with a modem send the contents of a file called 'message.txt' over the modem to the person that called. This file can be any length you want. Just as long as you have the required disk space for it!

Order ST and Spectre disks from CN Library, 122 N. Johnson Rd, Sterling, VA 22170. Disks are **$4.00 each**. Add $1/(6 disks) for shipping and handling up to a maximum of $6.00. Quantity discounts: 10 disks for $35; 30 disks for $100; 50 disks for $150. See the April, 1990 issue of CN for a complete listing of the CN ST library. We accept MC and VISA (703) 450-4761.

NOVATARI: Northern Virginia Atari Users' Group

President	Millicent Gompertz	202-898-5002
ST VP	Paul Cartwright	301-460-1431
8-bit VP	Tom Eckhardt	
Membership	Earl Lilley	703-281-9017
Treasurer	Gary Purinton	703-264-8826
ST Librarian		703-450-3992
8-bit Librarian	Geoff DiMego	703-425-5030
8-bit Mail	Thom Parkin	
Sterling Chapter	Richard Gunter	703-471-7765
ARMUDIC Sysop	Scott Ogden	703-450-3992

New Members: Dues are $24/year/family and include a subscription to *Current Notes* and access to more activities. Join at the main meeting, at a chapter meeting, or by sending $24, payable to NOVATARI, to NOVATARI, PO Box 4076, Merrifield, VA 22116.

Novatari Main meeting: 2nd Sunday of the month (**Note: 3rd Sunday for MAY meeting**) at the Washington Gas Light Building, 6801 Industrial Rd, Springfield, VA. Take 495 to east on Braddock Rd.(620) to south on Backlick Rd (617). Left on Industrial Rd. Washington Gas Light is the second building on the right. 5:30 Programmers SIG; 6:15 announcements, open forum, door prizes; 6:45 VAST and 8-BIT SIG meetings. **SWAP Meet**--6:30 May meeting.

Chapter Meeting: Sterling, Sterling Library, 7:30-9:30, Wed after the 2nd Sunday. Contact Richard Gunter at 471-7765.

A.U.R.A.: Atari Users Regional Association

President	Ira Horowitz	301-384-0809
8-bit VP	Chuck Spring	301-262-0114
ST VP	Stewart Rosenthal	301-989-1755
Treasurer/Membership	Bill Brown	301-279-7537
16-bit Librarian	John Barnes	301-652-0667

Meetings: **3rd Thursday** of each month in the Multipurpose Room at Grace Episcopal School. The school is on the east side of Connecticut Ave, 1/4 mile north of the Connecticut Ave (North) Exit from I495. Library and swap table sales begin at 7:15, the meeting begins at 7:30. We have separate XL and ST demonstrations. There will be ST and 8-bit door prizes.

Correspondence: All correspondence, including membership renewals, changes of address, etc. should be sent to: AURA, PO Box 7761, Silver Spring, MD 20910.

New Members. Dues are $25/year and include a subscription to *Current Notes*. Send name, address, phone number, and check to above address.

FACE.: Frederick Atari Computer Enthusiasts

President	Chris Rietman	301-791-9170
Vice President	Mike Kerwin	301-845-4477
Treasurer	Buddy Smallwood	717-485-4714

Meetings: **4th Tuesday**, 7-9:30 pm, Walkersville High School, MD Route 194, 1 mile north of MD Route 26 (Liberty Road). July and August meetings will be held at St Paul's Lutheran Church, 14 W. Pennsylvania Ave, Walkersville, MD.

New Members: Dues are $25/year/family and include a subscription to *Current Notes*. Join at meeting or send check, payable to FACE, to Buddy Smallwood, PO Box 2026, Frederick, MD 21701.

GRASP: Greater Richmond Atari Support Program

President	Mickey Angell	804-744-3307
Vice President	Terry Barker	804-379-8175
Secretary	Tom Marvin	804-233-6155

Meetings: 2nd and 4th Thursday, at La Prade Library, 2730 Hicks Rd. Dues are $20 per year and *do not* include *Current Notes*.

WACUG: Woodbridge Atari Computer Users' Group

President	Lou Praino	703-221-8193
Treasurer	David Waalkes	703-490-1225
Librarian	Frank Bassett	703-670-8780

Meetings: 7-9 PM, Community Room, Potomac Branch, Prince William County Library, Opitz Blvd, Woodbridge, VA. Entering Woodbridge from either North or South on Route 1, proceed to the intersection of Route 1 and Opitz Blvd (opposite Woodbridge Lincoln-Mercury). Turn West on Opitz and take first left turn into the library's parking lot. The Community Room is located to your left immediately upon entering the main building. Meeting schedule: **Apr 23, May 29, Jun 19.**

New Members: Initial membership fee is $10 plus $1 monthly dues. Renewals are $20 per year, payable as of 1 January. Membership includes a subscription to *Current Notes*. Join at meeting or send check, payable to WACUG, to David Waalkes, 1302 Oregon Ave, Woodbridge, VA 22191.

MACC: Maryland Atari Computer Club

President	Jim Hill	301-461-7556
Vice President	Alan Kassinof	301-486-1389
Treasurer	John Cromwell	301-747-0949
Secretary	Tim Caldwell	301-687-1413
8-bit Librarian	Bill Bogdan	301-679-7262
ST Librarian	Tim Caldwell	301-687-1413
Newsletter Ed	Charles Smeton	301-465-8628

Meetings: **Last Tuesday**, 6:30 pm, Pikesville Library, 1 mile east on Reisterstown Rd from Exit 20 off the Baltimore Beltway.

New Members: Club Dues are $25/year and include a subscription to *Current Notes*. Join at meeting or send check, payable to MACC, to James Hill, 8591 Wheatfield Way, Ellicott City, MD, 21043.

MAST: Meade Atari ST Users Group

President	John Corkran	301-255-1674
Secretary	John Corkran	301-255-1674
PD Librarian	Dave Napierala	301-490-8217
Tangent Line Sysop	Thomas Hutchinson	
Tangent Line BBS		301-850-5045

Meetings: **2nd Tuesday** of each month at the Province Branch Library at the intersection of Ridge Rd/Rochenbach Rd and MD 175 in Odenton at the rear of the Severn Square shopping center. The meetings run from 6:30-9:00 pm. Call Bob Johnson any evening for further information. All correspondence, including membership renewals, changes of address, etc. should be sent to: MAST, c/o Bob Johnson, 1616B Forrest Ave, Ft Meade, MD 20755.

New Members. Dues are $27/year and include a subscription to *Current Notes* and unlimited download and message activity on the Tangent Line BBS. Send name, address, phone number, and check to above address or join at any meeting.

WAACE BBS Listing

ARMUDIC *	(703) 450-3910
Inner Limits	(301) 356-5112
Joppa Computers	(301) 679-5809
Pizza's Place	(301) 325-1027
Tangent Line	(301) 850-5045

* Access to the ARMUDIC BBS requires a fee of $8/year for NOVATARI members and $12 for members of other user groups. BBS access fees are to be made payable to "NOVATARI" and sent to: Novatari, PO Box 4076, Merrifield, VA 22116.

WAACE Happenings

by Ed Seward

The sixth annual DC Atarifest organizing continues to move along. The initial vendor solicitations are already coming in; planning for the advertising campaign is in the works and the banquet looks like it will be less than $25/person.

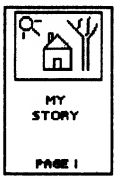
There is still a great need for more volunteers. Helping out with the 'Fest may mean some work, but I find it makes the show even more enjoyable. If you are interested in helping out, either show up at one of the WAACE meetings or give Russ Brown a call.

The coordination of which WAACE group is sponsoring which demo room is already under way. If you are interested, get in touch with your user group president and have then give Paul Cartwright a call.

The next WAACE meeting will be 1:30 pm on a Saturday at the Pimitt Run Library near Tysons Corner. Just take the Beltway around tothe Route 7 East exit (#10). The library is about a mile inside the Beltway on the left. The parking lot is fairly large so parking is not a problem. For the actual date of the meeting, give one of the people listed below a call.

General information: Russ Brown (703) 680-2698. Vendor information, John Barnes (301) 652-0667. Demo Rooms, Paul Cartwright (301)-460-1431.

For Your Budding Artist or Mathematician!

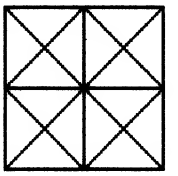


Kidpublisher *Professional*
(for ages 5–11)

- publish your own booklets!
- four built-in font styles
- extensive drawing program

Kidpainter (for ages 5–11)

- print your pictures and designs
- create and play onscreen puzzles
- mirroring, "rubber stamp", many challenging and fun surprises!



Super Kidgrid (for ages 3–11)

- print color-by-number pictures
- 1, 5, or 10 pictures in memory, automatically loaded from disk
- develops creative thinking skills

COLOR MONITOR REQUIRED.
PRINT FUNCTIONS IN THESE PROGRAMS REQUIRE A PRINTER WHICH ACCEPTS AN ST SCREEN DUMP.

To order, see your dealer or send check for US$25 (each) to:

D.A. BRUMLEVE

P.O. BOX 4195 / URBANA, IL 61801-8820 / USA

For MasterCard and Visa orders, call (217) 337-1937 business hours.

If you have LDW Power, MasterPlan, or VIP Professional, you need

Templicity™

100 ready-made templates for:
Personal Financial Planning,
Home Office, Small Business,
1989 Federal Income Taxes,
Real Estate, Loan Analysis,
Home and Business Budgets,
Accounting, Bookkeeping,
and many other unique worksheets!

Version 2.0

Full User Support
30 day, no risk, money-back guarantee!
Complete pkg. --100 templates-- $34.95
To order, send check or money order to:
The Sterling Connection
Box 4850
Berkeley, CA 94704
Specify which spreadsheet you have.
To order by phone, call (415) 655-2355
Mastercard and Visa accepted. CA res. add 6% ($2.10) sales tax.
Dealer Inquiries Invited

MEMORY UPGRADES

FOR ATARI ST & MEGA II

	4 MEG	2.5 MEG	2 MEG	1 MEG
MEGA II	270.00	*	*	*
1040 ST	480.00	270.00	*	*
520 ST FM	480.00	270.00	*	95.00
520 ST	480.00	*	270.00	95.00

Prices include RAM chips, installation, 6 month warranty! 24 Hrs turn around for mail orders, or 'while you wait' for carry in.

Don't take chances with solderless RAM upgrades. We use soldering on all connections of our upgrades to insure long lasting quality of contacts.

Memory Upgrade prices are subject to change due to market fluctuations.
For more information and latest prices please call:

COMPUTROL INDUSTRIES
35-28 33rd STREET
ASTORIA, NY 11106
(800) 477-2131
(718) 392-5852
FAX: (718) 392-4136

Boost productivity and processing power of your ST with Turbo 16 Accelerator.....299.95

Automatically set system time and date with internal real time Clock/Calendar.....59.95

For maximum storage capacity and flexibility get internal or external Single to Double Sided Drive upgrade.....115.00

MasterCard VISA

Current Notes' Registered Atari Clubs

Members of registered clubs may subscribe to *Current Notes* at a discount rate (**$20/year** or **$38/2 years**). For more information on how to register your club, call Joyce (703) 450-4761. NOTE: Canadian Atari clubs are also eligible. Canadian club rates are $28/year or $54/2 years)

Alabama

Huntsville AUG, Levin Soule, 3911 W. Crestview, Huntsville 35816 (205) 534-1815.

Arizona

Tucson Atari Central, Sam Furrow, 2116 E. 1st St, Tucson, 85719 (603) 323-3410

Arkansas

Little Rock Atari Addicts, Keith Steensma, 28 John Hancock Cir, Jacksonville, 72076 (501) 985-2131.

California

Antelope Valley ACE. Don Glover, PO Box 512, Palmdale, 93590 (805) 272-9084.

Atari Bay Area CUS, Bill Zinn, PO Box 22212, San Fran. 94122 (415) 753-8483.

San Diego ACE, Tom Briant, PO Box 203076, San Diego 92120 (619) 581-2477.

Santa Maria/Lompac ACE, Mike Jacobson 608 N. Pierce, Santa Maria 93454 (805) 925-9390.

Connecticut

AUG of Greater Hartford, 503-B East Center St, Manchester 06040 (203) 623-8833.

Fairfield County ACE. Paula Burton, 362 Hattertown Rd, Monroe 06468 (203)-452-1716.

ST Atari Road Runners, Glen Werner, 1160 South Curtis St, Wallingford 06492.

ST Atari Users Society. Brian Rufini, 176 Burnside, E. Hartford 06180 (203) 289-7903.

Delaware

Central Delaware ACC. Al Beddow, 4434 Vermont Dr, Dover 19901 (302) 697-3830

Florida

Atari Boosters League East. Hadley Nelson, P.O. Box 1172, Winter Park 32790.

Idaho

Rattlesnake ACE. Bonnie Walden, 301 Birch St, Mountain Home, 83647 (208) 587-7476

Illinois

Central Illinois AUG, Robert Handley, 1920 East Croxton Ave, Bloomington 61701-5702 (309) 828-4661.

Lake County ACE, Dwight Johnson, PO Box 8788, Waukegan 60079 (312) 623-9567.

ST Information Group, Joe Lambert, 1116 Woodlawn Ct, Pekin 61554.

Indiana

Calumet Region AG, Jeff Coe, 706 Center St., Crown Point, 46307 (219) 663-5117.

Eli Lilly Corp ST UG, Karl Werner, Eli Lilly Corp Cntr, Indianapolis 46285 (317) 276-3020.

Iowa

Midwest AG-Iowa Chap, Gordie Meyer, PO Box 1982, Ames 50010 (515) 232-1252.

Kansas

Ft. Leavenworth AG, PO Box 3233, Ft Leavenworth 66027.

Lawrence Atari Comp. Club, Robert Drake, PO Box 1415, Lawrence, 66044 (913) 842-5961.

Wichita ACE, Marilyn Merica, 501 Trotter, Maize 67101 (316) 722-1078.

Kentucky

Atari Exchange of Louisville, Don Garr, PO Box 34183, Louisville 40232.

Louisiana

New Orleans ACE, Dave Porter, PO Box73236, Metairie 70033. (504) 887-7505.

Maryland

* **Atari Users Regional Assoc**, Bill Brown, PO Box 7761, Silver Spring 20910 (301) 279-7537.

* **Frederick ACE**, Buddy Smallwood, PO Box 2026, Frederick 21701 (717) 485-4714.

* **Maryland Atari Comp Club**, James Hill, 8591 Wheatfield Way, Ellicott City 21043 (301) 461-7556.

* **Meade Atari ST.** Bob Johnson, 1616B Forrest Ave, Ft. Meade 20755

Southern Maryland AUG, Sam Schrinar, 2032 Alehouse Ct, Waldorf 20601 (301) 843-7916.

Massachusetts

Nashoba Valley ACUS, Dave Burns, PO Box 456, Maynard 01754.

Michigan

Michigan Atari General Info. Conf., Mike Lechkun, 4801 Martin Rd, Warren 48092-3491.

Minnesota

SPACE/MAST, James Schulz, PO Box 12016, New Brighton 55112 (612) 533-4193.

Missouri

ACE St Louis, Joan Ryan, PO Box 6783, St. Louis, MO 63144 (314) 645-6431.

Warrensburg/Whiteman ACO, Les Lynam, PO Box 199, Warrensburg 64093 (816) 747-2543.

New Jersey

Jersey Atari Computer Group, 8 Crescent Rd, Pine Brook 07058.

New York

ACE UG of Syracuse, Bernice Futterman, PO Box 658, Sylvan Beach 13157 (315) 762-4878.

ACO of Rochester NY, Bruce Nelson, PO Box 23676, Rochester 14692 (716) 334-5513.

Capital District ACE. Joe Bogaard, PO Box 511, Delmar 12054

Rockland Atari Comp UG, Richard Bloch, 29 Riverglen Dr., Thiells, NY 10984 (914) 429-5283.

North Carolina

Atari Comp User's Soc of Fayetteville, Fred Deem, PO Box 1117, Fayetteville 28302.

Blue Ridge ACE. Bill Traughber, 106 Alpine Way, Asheville, NC 28805 (704) 298-0179.

Charlotte AUG. Joe Venturelli, PO Box 240313, Charlotte 28224 (704) 366-4320.

Peidmont Triad AUG, Nora Schwier, PO Box 1073, Greensboro, 27402 (919) 674-9196.

Triangle Computer Club, Donald Nelson, Rt. 3, Box 760, Hillsborough 27278 (919) 942-2764.

Ohio

Atari Peekers. Terry Stiglic, 2160 Eldred Ave, Lakewood 44107 (216) 589-5788.

Cleveland ACE, John Savarda, PO Box 93034, Cleveland 44101-5034.

Miami Valley ACE, Bruce Hansford, P.O. Box 24221, Huber Heights, 45424 (513) 439-1993.

Pennsylvania

Allentown Bethlehem Easton's ACE, PO Box 2830, Lehigh Valley 18001 BBS 215-868-4856.

N. E. Atari Team UG. Allan Zaluda, PO Box 18150, Philadelphia 19116-0150.

Spectrum AG of Erie, Earl Hill, PO Box 10562, Erie 16514 (814) 833-4073.

Southcentral PA ACE, Richard Basso, PO Box 11446, Harrisburg 17108 (717) 761-3755.

South Carolina

Greenville ACE. Mary Anne Terminato, 19 Alpine Way, Greenville 29609 (803) 292-2690.

South Dakota

Rushmore ACE, Gregg Anderson, 3512 Lawrence Drive, Rapid City, SD 57701 (605) 348-6331.

Tennessee

Chattanooga Atari Owners Symposium. Phil Snider, PO Box 80101, Chattnooga 37411

Knoxville AUG. John Cole, 9109 Parktop Ln, #C, Knoxville 37923 (615) 691-4435.

Texas

DAL-ACE. Rachel Duke, PO Box 851872, Richardson, 75085-1872 (214) 429-6134.

ST Atari League of San Antonio. David St. Martin, 3203 Coral Grove Dr, San Antonio 78247 (512) 496-5635.

Virginia

Greater Richmond Atari Support Program. Thomas Marvin, 1420 Yale Ave, Richmond 23224 (804) 233-6155.

* **Northern Virginia AUG.** Earl Lilley, PO Box 4076, Merrifield 22116 (703) 281-9017.

Southside Tidewater Atari Tech Users Soc. Dick Litchfield, 1805 St. Regis Circle, VA Beach 23456 (804) 468-6964.

* **Woodbridge Atari Computer UG**, David Waalkes, 1302 Oregon Ave, Woodbridge 22191 (703) 490-1225.

Washington

Seattle Puget-Sound ACE, Nick Berry, PO Box 110576, Tacoma 98411-0576 (206) 759-1473.

STDIO, Ralph Plaggenburg, 904 N. 33rd Pl, Renton, 98056 (206) 228-5303.

Wisconsin

Milwaukee Area AUG, Dennis Wilson, 3301 S. 93rd St, #108, Milwaukee, WI 53227 (414) 546-0282.

Packerland ACUS, Peter Schefsky, 2714 South 11th Place, Sheboygan, 53081 414-457-4519.

Canada

Montreal Atari Club Atari de Montreal, PO Box 5418, St. Laurent Station, Ville St. Laurent, H4L 4Z9

The Montreal Atari ST/Mega Group. Jonathan Seldin, 4235, ave. Wilson, Montreal, Quebec H4A 2V1

TRACE Users Group. 5321 Saratoga Dr, Delta, BC V4M 2G1.

* Includes sub to *CN* with club membership.

NOVATARI XL/XE PD Library!

In response to many concerns voiced by our customers, we have decided to revamp our XL/XE selection of library disks. After considering many of the options available to us, we have decided to start a new XL/XE library containing all new titles and a few old ones all put together in a new, consistent format. This format means that the disks will be easier to use and will contain more quality software.

Due to the amount of work involved in releasing fifty new disk titles, the new disks will be appearing at a rate of hopefully five or six a month. The old library will still be available and a list may be obtained from the Mail Order Librarian.

To prevent confusion between the old and the new libraries please use the new three letter and number code to identify orders from the new library.

Attention all programmers! NOVATARI is always seeking contributions to its library. If you've written something you think others would enjoy using or you have something we don't, by all means, send it in. Please remember that all submissions should be public domain or shareware. Disks accepted into the library will be exchanged for library disks on a one-for-one basis. Please indicate your choices when you send in your submissions. Please send your submissions to:

Jeff King, 10033 Clearfield Ave., Vienna, VA 22181

Applications

APP1 – Textpro 4.0 (Latest text editor for the Atari. Works with Mydos 4.50)

Demo Disks

DMO1 – Classic 8–bit Demos (A collection of 7 demos from the early days of Atari.)
DMO2 – 8–bit Graphics Demos (4 of the more recent 8–bit demos.)
DMO3 – Video Blitz (130XE Required) (One of best 8–bit demos ever released.)
DMO4 – German Sound and Graphics (An excellent art and music demo.)

Disk Operating System

DOS1 – DOS 2.5 (An old DOS standby.)
DOS2 – Rainbow DOS (An interesting graphics dos.)
DOS3 – Desktop DOS (A demo of an ST–type desktop for the <dl>8–bit.)
DOS4 – DOS 4.0 (Never officially released by Atari.)
DOS5 – DOS 2.6 (Similar to DOS 2.5)
DOS6 – MachDos 3.7a (An Atari DOS alternative.)
DOS7 – Mydos 4.50 (One of the best Atari DOS substitutes.)
DOS8 – DOS XE (The DOS released by Atari to provide support for the XF551 drive.)

Game Disks

GAM1 – Text Adventures (Secret Agent, Survival, Kidnapped, Adventure in the Fifth Dimension)
GAM2 – Space Games II (Outpost, Microids, Blockade, Nukewar, TrekST, Maniac Maze, Space Fort)
GAM3 – Machine Language Games (Fifteen fast 100% M/L games)

Graphics

GRA1 – Video 130XE version 2.10 (Requires a 130XE. An image acquisition and processing system. Requires Computereyes to acquire images.)
GRA2 – Video 130XE Images (4 images for use with the Video 130XE program.)
GRA3 – More Video 130XE Images
GRA4 – GIF 2.0 (Allows you to view the high resolution color pictures in the Graphic Interchange Format (.GIF).)
GRA5 – GIF Pictures (Several pictures for use with the GIF Viewer above.)
GRA6 – DRAW 7 (130XE Required. Excellent drawing program that includes animation capability.)

Utilities

UTL1 – Screens (An impressive windowing utility.)
UTL2 – Help Key Routine (Include the HELP key in your own programs.)
UTL3 – ARC/ALF Utilities (Several file compression and decompression utilities.)

Disks are **$3 each** with $1 shipping per 3 disks. Send all orders to:
Thom Parkin,
701 N. Sterling Blvd.,
Sterling, VA 22170

Current Notes Advertisers

1st Stop	800–252–2787	ibc
A & D Software	503–476–0071	29
Alien Enterprices		65
Artisan Software	209–239–1552	69
AtariFest 1990	703–680–2698	1
CN Classified Ads		80
CN Spectre Library	703–450–4761	74
CN ST Library	703–450–4761	75
CodeHead Software	213–386–5735	44
Computer Emporium	800–526–5548	obc
Computrol Industries	800–477–2131	77
D & P Computer	216–926–3842	ifc
D. A. Brumleve	217–337–1937	77
Debonair Software		58
Delphi	800–544–4005	16
Diskcovery	703–536–5040	9
E. Arthur Brown	800–322–4405	34
Electronic Clinic	301–656–7983	29
Gadgets by Small	303–791–6098	16
ICD, Inc.	815–968–2228	65
Index Legalis	515–472–2293	65
Joppa Computer Products	800–876–6040	5
L & Y Electronics	703–643–1729	2
L & Y Mailing List		59
M–S Designs	217–384–8469	49
Novatari XL/XE PD Library		79
O'Massey	702–972–3659	63
Proco Products	401–568–8459	37
Sideline Software	800–888–9273	23
Silicon Mountain		69
Software Plus		44
Step Ahead Software	212–627–5830	37
ST Informer	503–476–0071	34
Templicity	415–655–2355	77
Toad Computers	301–544–6943	40

CN Classified Ads

CN classified ads are available to all of our readers. The cost is just a penny per character. Send copy to CN Classified, 122 N. Johnson Rd, Sterling, VA 22170.

FOR SALE: 1040ST color system, including commercial and public domain software. Asking $700. Call Sam (703) 444–3707 (w), (703) 729–08954 (h)

Treat Yourself This Month!

Would you like to see more products for your Atari? More dealers carrying Atari? You'll have to help by providing your support. Go ahead and buy a new program or peripheral this month. Your worth it and your Atari vendors could use the help. (And be sure to tell our advertisers you saw their ad in *Current Notes*!)

Current Notes Subscription Form

Please (Start) (Renew) my subscription to *CN* at the money saving rate I have checked below:

	USA	Canada	Foreign*	CN Registered Clubs
1 Year (10 Issues)	☐ $24	☐ $32	☐ $39	☐ $20
2 Years (20 Issues)	☐ $42	☐ $58	☐ $72	☐ $38

Club Name: _____

Name: _____

Street: _____

City: _____ **ST:** _____ **ZIP:** _____

Phone: (_____) _____ **I own an Atari:** _____

☐ Payment Enclosed

☐ Master Card Credit Card No. _____ Exp. Date _____

☐ VISA Signature: _____ 5/90

***Foreign Surface rate:** $39/yr ($72/2 yrs.). **AIR MAIL** rates: Canada/Mexico, $42; Cent. Amer., Caribbean, $51; S. America, Europe, N. Africa, $61; Mid East, Africa, Asia, Australia, $71. Foreign subscriptions are payable in US $ drawn on a US bank. Send check, payable to *Current Notes*, to CN Subscriptions, 122 N. Johnson Rd., Sterling, VA 22170.

1st STOP Computer Systems

7085 CORPORATE WAY ◆ DAYTON, OHIO 45459

May-June User Group Specials. Mention ad when you order!

◆ *Top 25 Sellers!* ◆

NeoDesk 2.05	28
Turbo ST 1.8	32
ACCess! 3.0	17
Populous	32
Falcon	28
Word Perfect 4.1	129
Diamond Back	23
Chaos Strike Back	23
ProCopy 1.61	19
G+ Plus	19
Word Up 3.0	62
1st Word Plus 3.14	59
LDW Power Spreadsheet	83
Code Head Utilities	21
Multi Desk	18
Battle Chess	31
PageStream 1.8	109
Calamus	167
HotWire 1.4	24
Falcon Mission Disk	16
Word Writer ST	47
dB Man 5.2	168
Universal Item III	16
Stalk the Market	45
Dungeon Master	23

Planet of Lust $25

PageStream 1.8 $109

Blitz Cable $29

WordPerfect 4.1 $129

Generic Disks DS/DD (5 pack) $3

Stalk the Market $45

LDW Power $83

500XJ Stick $14

UltraScript PS35 $159

Calamus Outline $159

ALTERNATIVE
3.5" DS/DD Disk Drive
$139

Supra 300 $20

Word Flair $57

ACCess! $17

HotWire Plus $34
(HotWire 1.4 & MaxiFile 2.0)

MasterCard VISA DISCOVER

1-800-252-2787

M-F 9 - 6pm / SAT 10 - 3pm EST

.ACCess!

The First and Only GEM Window Based Command Line Interpreter Desk Accessory!

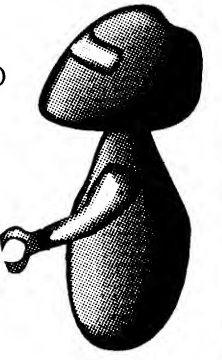
RELEASE 3

$29.95

ROCK DIGITAL

2901 Kenmore Avenue
Dayton, OH 45420
(513) 254-3160

- Finally, from within ANY GEM Application you have Access to over 80 of the Most Commonly used MS-DOS and UNIX Commands.
- Complete Command Line Interpreter (CLI) Operating in GEM Window!
- Works with all Desktop Alternatives such as NeoDesk and DC Desktop.
- Desk Accessory, TOS, TTP and Special AUTO Folder Versions Supplied.
- Built-in Disk Formatter!
- Powerful Command Language with Extensive Conditional Processing Capabilities.
- Redirection Supported.
- TOS 1.4 Compatible.
- Moniterm Viking Supported.



FREE SHIPPING !

Atari SF-314	149.95
Diverse 720-GS	124.95
GTS 100-X	139.95
Master 3-S	134.95

The above 3.5 disk drives are double sided double density giving you 720k of storage. Increased storage is available through custom formatting. GCR & PC Emulator compatible.

IB Drive	209.95
Indus GT-1000	224.95
Master 5-S	204.95
Anson 5 1/4	189.95

The above 5.25 drives fill a need to have access to IBM compatible files. They simply plug in as drive 'B' and provide the ability to transfer data from an IBM disk. PC Emulator compatible.

Diverse Data's *MFD 1080* drive includes a DS/DD 3.5 and a 5.25 drive in one case!

$305.95

Diverse Data has put together a strong combination of a 3.5 double sided drive and a 5.25 in the same case. The perfect solution for those who want a second drive and are thinking of purchasing an IBM emulator. You can't find a better price performace combination 3.5 and 5.25 drive for your Atari ST !

Moniterm Monitors available!!

Call for pricing.

Spectre GCR
Apple Roms
$354.95

This package is everything you need to start running Macintosh software on your Atari ST.

Atari Mouse	44.95
Best Mouse	39.95
Cordless Mouse	89.95
Konyo Mouse	41.95

Need a replacement mouse? The above mice are compatible with the Atari ST computer. The Cordless Mouse works by infra-red signal and is presently our most popular replacement mouse.

VIDI ST DIGITIZER
$144.00

VIDI ST will let you capture almost any video signal and display it on your Atari ST computer instantly. Imagine watching real time video as it appears on your computer's screen. The software currently only supports 16 grey scales but the quality is excellent. Perfect for video animators.

Our order line is toll free 1-800-526-5548

Other useful products for use on your ST:

Page Stream 1.8 (or greater)	118.95
Migraph Hand Scanner	429.95
Supra 2400 Modem w/ cable & software	129.95
Diamond Scan Monitor w/ Omni Switch	619.95
Super Charger External PC Emulator	398.95
Color Computer Eyes	179.95
GFA Basic 3.0 with Compiler	85.50
Universal Item Selector III (with any purchase)	13.00

FAST / CE 50MB $609.95
FAST / CE 80MB $709.95

We've put together two popular hard drive configurations for your ST. First we are using ICD's SCSI Kit which includes their popular host adapter and software, secondly we're using only the fastest Seagate mechanisms available. The 50mb drive has an access time of 28ms and the 80mb drive has an access time of 24ms. Credit card holders please add a 4% surcharge.

Computer Emporium of Texas 5033-E Rufe Snow North Richland Hills TX 76180 817-577-3470 *Prices are subject to change.*